

## Generic Card System

All actions that require a random element (including combat) can be resolved with these simple rules.

All actions are resisted, either skill vs difficulty (0-5) or one person against another.

- Both sides draw cards equal to their skill (difficulty).
- Then they add up face values of the red cards (offensive) and the black cards (defensive). Offensive values are compared against opponent's defensive values.
- If a sides red value is higher than opponents black, the action is successful. If both sides have higher red than black values then both sides succeed. Where one side is a difficulty level and it scores a success something bad happens (though does not necessarily cause damage) If both sides have higher black then action is nullified.
- The higher the value the more successful/ more damage. If a value of success is required (eg. damage) it is the difference in value between successful red and opponents black scores.

### Special cards

Numbered cards are just their face value. Picture cards are Jakes-11, Queens-12, and Kings-13. Aces are automatic successes and nullify all opponent's cards. They are only stoped by another Ace of opposite colour. After their effect remove them from hand. Jokers are wild cards.

When one is drawn something unexpected happens, GMs discretion. (eg. lighting strikes an opponent)

### Combat rules

Missile combat is the same as the norm except that damage can not be done to attacker unless they are both engaged in missile combat. If defender gets a high red score he may however complete an action of his choice (to be decided before cards drawn)

eg. Grog throws his sword at Trog, Trog says his action will be to catch the sword.

If Grog is successful or not (has higher red score than Trogs black) Trog can catch the sword if his red score is higher than Grog's black.

Multiple Opponents. Scores can be divided between and added together for group attacks. This can be done after cards are drawn.

### Skills and Abilities

Each character has 4 attributes Power, Nimbleness, Charm and Smarts. These are ranked 1-3. 1-poor 2-average 3-good

Skills are also ranked between 1-3, though they may increase at GMs discretion. If you do not have a skill you are ranked as 0 but may still attempt a task by using the most appropriate ability.

When testing a skill (including combat) simply add the most relevant ability to your skill and that is the number of cards to draw.

### Magic

Works the same as all other skills except you must have the appropriate skills. To cast magic you need an area skill and an ability skill. The more complex the task, the more skills required. Eg. To start a fire you simply need fire and create but to hurl a fireball you also need control. The GM decides the difficulty. This is decided by starting with a base difficulty (1-5) then adding cards for every extra skill needed.

Number of skill cards used	Extra difficulty cards
2	1
3	(1+2) 3
4	(1+2+3) 6
5	(1+2+3+4) 10
6	(1+2+3+4+5) 15 (etc..)

Difficulty is also increased by the frequency of use, so for every time magic is used without a rest period (GMs discretion as to what is a rest period) an extra card is added.

These skills are:

Area	Earth	Wind	Fire	Water	Religious (gods, spirits, undead etc..)	People	Technology
Ability	Create (out of thin air)			Control	Protection	Summon (if already exists)	Understand

### Character Creation

Each player has 8 points to spread between his Abilities and 4-15 points to spend on skills depending on eduction/experience. Skills are any agreed upon activity that the GM and player decide.

Eg. A player decides during making his character that he should be able to seduce people and the GM agrees. He then adds this to his skill list and spends the points on it.

Anything that a player thinks he should be able to do that's out of the ordinary can be a skill. The player must be able to explain in general what the skill involves. This is very important for magic.

Possible skills are:

Unarmed Combat	Armed Combat	Missile Combat
Ride	Pick Locks	Stealth
Invent	Read	Cook
Swim	Tennis	Critic Movies
Juggle	Speak Swahili	Extreme Projectile Vomit

Life points are determined by drawing the number of cards equal to your highest physical ability and adding up total face values. Fill in wanted background and give him/her a name.

### Growth

There are no experience points. Simply when a player can argue that a skill or ability should increase and the GM agrees then it goes up.

### Bonuses and Penalties

Whether its terrain, a magic potion, or good lighting, +/- simply work along these lines.

If it is a general +/- then you either add or subtract cards (usually between 1-3)

Eg you have taken a speed potion which gives you an extra card in combat/athletics

If it is a particular +/- then it is either added to your red/black score (usually between 1-5).

Eg you have terrific amour, you get a + 5 to your black score in combat

All bonuses and penalties are at the GMs discretion.