Calling Cards

The Player's Handbook

A Note On Accessibility

The following document is designed for initial playtests of Calling Cards. As such, it assumes that the reader is generally familiar with the Dungeons and Dragons 5th Edition system, as many rules are the same between systems. Certain important terms, such as “Skill Check”, or “Saving Throw” are not explained for this reason.

A fuller player’s handbook is forthcoming, that will not require prior knowledge. However, this is not expected to be prioritized until after playtests have concluded.

Chapter 1:
Basic Game Rules

Constructing Your Deck

Lo', brave adventurer, it is here your journey begins. Calling Cards is a deckbuilder TTRPG. At all times, your character will have a deck of cards you use to control them, and to utilize as resources for their abilities. Calling Cards is designed to work with business cards you gather in the outside world, but can be played with other types of cards (which we shall discuss later).

For each card in your deck, you must choose 1 side of it to officially place in your deck. The other side is treated as the "back" of the card. Any features on the backside will be ignored. You may indicate your chosen side by visually marking it, or, as is more recommended, through the use of card protectors.

It is strongly recommended that you use identical card protectors for all cards in your deck. The recommended setup is a soft card protector over each card, with 1 opaque side, and then placing that into a more rigid, outer card protector. This will help you to both clearly indicate which side is in use for each card, and keep a clean, uniform deck.

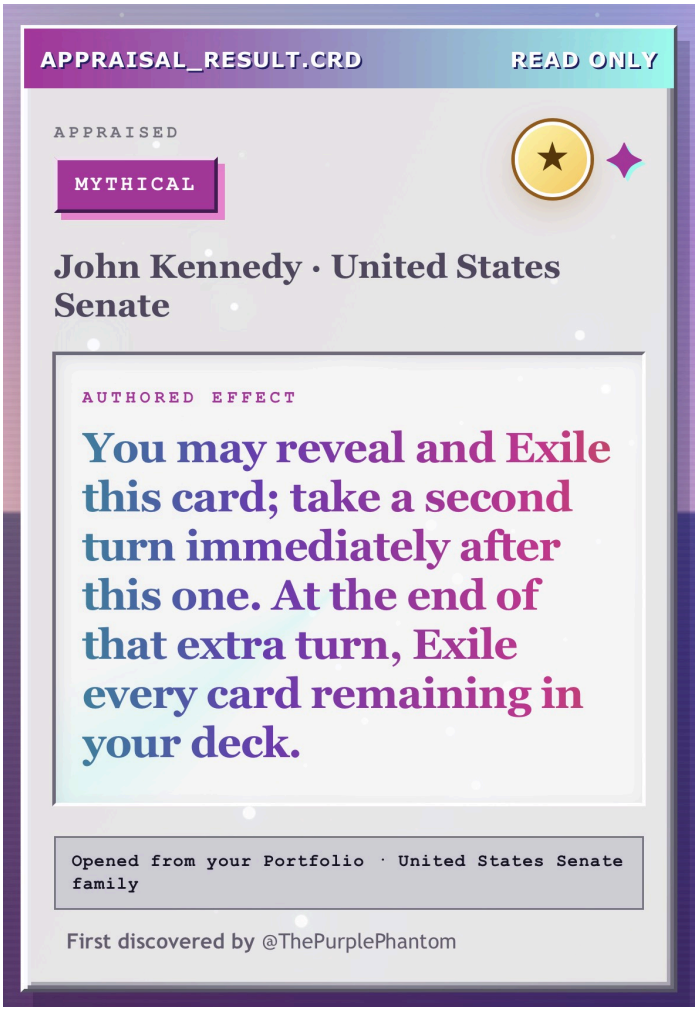


Yay! Sleek, consistent, clean, sexy!



Gross! Ugly. Hard to organize. Messy. Boo!

A limited number of cards in your deck can be given bonus effects by “Activating Them”. In order to Activate a card, you must first discover what its extra effect is - by Appraising it.



Go to CallingCards.app on your mobile phone, and scan the front of your card. You’ll see its rarity, effect, and whether you’re the first to Appraise that card! There’s a lot of randomness in rarity, but generally cards from important people, major organizations, or cards with fancy designs tend to get higher rarities.

With luck, any card can be at least an Ultra Rare, but to find something of higher rarity, you’ll usually have to use a high-value card.

Protip: if you register before scanning, your own business card is guaranteed to be at least an Ultra Rare.

You can Appraise as many cards as you like, but you’ll only be able to Activate a limited number.

So collect to your heart’s content, but choose wisely!

At all times, your deck must adhere to size restrictions. These are dependent on your character's level, as described below.

Character Level	Minimum Deck Size	Maximum Deck Size	Maximum Number Of Activated Cards
1	20 Cards	30 Cards	3
2	20 Cards	35 Cards	3
3	20 Cards	40 Cards	5
4	20 Cards	45 Cards	5
5	20 Cards	50 Cards	7
6	15 Cards	55 Cards	7
7	15 Cards	60 Cards	10
8	15 Cards	65 Cards	10
9	15 Cards	70 Cards	10
10	15 Cards	75 Cards	12
11	15 Cards	80 Cards	12
12	15 Cards	85 Cards	15

In Memory of The D20

Players, put away those dice sets - you won't be needing them. In Calling Cards, your deck IS your D20!

Whenever you would roll a D20, instead take the top card off of your deck and reveal it. Locate the first number of the card (going from top to bottom, then from left to right - if it's a phone number, use the whole thing). Divide the value by 20 and take the remainder - this is the value of your roll (if the remainder is 0, that's a 20!). For a **Standard Roll**, that's the final step. But, if you're making an **Inverse Roll**, subtract that result from 21 to get your final roll value. Calling Cards uses both Standard Rolls and Inverse Rolls so you can't just stack your deck with 20-value cards; you'll have to decide how you want your roll values distributed.



Afterwards, shuffle that revealed card back into your deck.

Cards with no numbers result in 10, for both kinds of roll. If your deck has no cards, Standard and Inverse Rolls always result in a value of 7.

Skill checks always use Standard Rolls, and Saving Throws always use Inverse Rolls. Weapons and Spells will all say what kind of roll they use, when relevant.

Using Other Kinds Of Cards

Perhaps you don't have very many business cards, but still want to play? Never fear! You are free to use any kind of card you have on hand, as long as you and your GM can agree on a consistent way to define them.

Officially, the following features of a business card are utilized while playing Calling Cards. If you and your GM can agree on a way to define these features for your cards of choice, you should have no trouble using them!

- Numerical value (the one we used for rolling, in the previous section)
- Number of lines
- First name (and initial)
- Last name (and initial)
- Job title
- Industry
- Presence of a logo

Some examples are elaborated upon in subsequent pages. If you have another kind of card you like, you should never feel discouraged from playing Calling Cards, though we insist that, if possible, business cards are the most fun way to play.

While other types of cards are permissible, only business cards can be activated.

Alternate Card Example: Yu-Gi-Oh Cards

This diagram is an example of a ruleset we can use to extract the needed information from a Yu-Gi-Oh card for use in Calling Cards.



You might say, "Oh yes, my dear old friend 'Blue-Eyes White Dragon Dragon'. He works as an 8 these days. I believe his company is in the Light industry? You oughta see his business card; there's a beautiful logo next to its 3 lines of text. The first number on it is 89681139 (so it would yield a standard roll of 19, or an inverse roll of 2)".

This, dear reader, is all of the information you'll need to use this card as if it were a completely average business card in your character's deck. In fact, as long as you and the DM can agree on a consistent ruleset to extract this information, you should have no trouble using any cards you like to build your deck.

If you're GM-ing, your cards will be a bit more complex. These are elaborated upon in the GM's handbook.

How Combat Works

At the beginning of a combat encounter, all participants will make an Initiative check. Combat happens in turns, from the highest initiative to lowest (ties broken by initiative modifier). During your turn, the following phases occur in order:

- Draw Phase
    - Draw 2 cards. Then, if you have fewer cards in your hand than your Minimum Hand Size, draw until you have that many
    - If your deck contains too few cards to draw the appropriate amount, just draw as many as you can
- Standby Phase
    - All Long Revealed cards in your hand are un-revealed
    - Normally, nothing else happens here - but certain actions/effects will utilize this phase
- Action Phase
    - Here is where the meat of your turn occurs. Cast spells, move, launch attacks - all of that happens during the Action Phase
    - Unless an action says otherwise, it can only be taken during the Action Phase
- End Phase
    - If you have more cards in your hand than your Maximum Hand Size, Discard cards of your choice until you have exactly that many cards in your hand

Certain abilities can be used during other creatures' turns (these are referred to as "Reactions"). There is no hard limit to your number of reactions each round.

At the end of combat, all participants Shuffle all cards from their hand and graveyard into their deck. Exiled cards are only returned to the deck during long rests.

Additional Rules of Combat

By default, your Minimum Hand Size is 5, and Maximum Hand Size is 7.

The maximum number of weapon attacks a player character can make in a turn is 2, by default. Higher level characters can increase this limit.

A player can only cast 1 spell with the “Primary” tag per turn.

The Death Saving Throw rules persist from DnD 5e. The one difference is that, once a character hits 0 hitpoints, they are Exhausted until the next Short Rest. Keep in mind that, while a character is Exhausted, all cards that a character would send to their graveyard or deck are Exiled instead.

Certain features refer to “Blank Cards”. A card is considered Blank if it has no name and no numbers. Typically, you can add more Blank cards to your deck by turning some of them around in their protectors.

Without armor, all characters have an Armor Class of 12.

In a pinch, characters can make attacks using their fists. Their cost is “Shuffle 1”, they use Standard Attack Rolls, and they do 1 Bludgeoning Damage.

The Five Stats (And One Exclusion)

Calling Cards characters all have 5 core stats: Strength, Dexterity, Constitution, Intelligence, and Wisdom. These function almost identically to those in Dungeons and Dragons.

Eagle-eyed readers may have noticed an omission from that list. It's not a typo - there is no Charisma stat in Calling Cards. No class features or abilities scale off of Charisma, and all skills that normally use Charisma instead use other stats (for example, you can Deceive someone using either your Intelligence, or your Dexterity).

This change was made for a reason. The social pillar is a critical part of the TTRPG experience, and we want all players to be able to contribute to it, regardless of their class choice. Have you ever played Dungeons and Dragons, and tried to be an effective social character whilst playing as a Wizard or a Barbarian? It's quite difficult!

We have found that the Charisma skill typically puts players between a rock and a hard place. If they want to interact well with NPC's, they often have to either specifically choose one of few Charisma-oriented classes, or hinder their character by investing in a stat that their character doesn't use at all in combat.

And if you want to really dedicate your character to a typical Charisma build - a charmer, manipulator, and seducer of NPC's - you'll have ample chances to do so during the level-up process. Just at a lower opportunity cost than in most other TTRPG's.

Gaslighting Your GM

An intrinsic part of all TTRPG's is information flow. In Dungeons and Dragons or Pathfinder, for example, your GM is always able to view your character sheet, and thus is aware of what your character can do at any given moment.

In Calling Cards, your GM is allowed to view your character sheet in order to see which features, items, etc. your character has. However, during combat, your GM is NOT entitled to know which cards are in your hand (unless you have revealed them). Players are encouraged to take advantage of this to bluff and gaslight the GM.

Afraid of enemies getting too close? If your character has a powerful melee nova ability, just keep implying that you have the cards needed to use it. It doesn't matter at all what's actually in your hand. As long as the GM *thinks* there's a risk of you using it, he might just have to force enemies to keep their distance.

One of your allies low on health? If your GM believes you have the cards necessary to use a resurrection spell, the enemies may target another player instead.

As a player, you will always be using your character and your cards as in-game tools. If you play them right, the GM just might find himself a pawn in his own game.

Conditions

GM's are encouraged to make up new conditions that best suit their monsters. Here are some examples:

- Restrained: A Restrained character cannot draw cards, except during their draw phase
- Exhausted: While a character is Exhausted, all cards that a character would send to their graveyard or deck are Exiled instead
- Dazed: While Stunned, your Maximum Hand Size becomes zero
- Stunned: While Dazed, your Minimum Hand Size becomes zero
- Paralyzed: While Paralyzed, skip your Draw Phase
- Fear: While afraid of a creature, you cannot willingly move closer to that creature - and all attack rolls against that creature are made with disadvantage

Chapter 2:
Creating Your Character

Choosing Your Class

To begin building your character, choose 1 of 4 classes and turn to the corresponding section of this book. For first time players: each is described briefly below.

Warrior

Don your armor, ready your weapon, and charge unto battle! The warrior's primary mechanic is shuffling cards from your hand back into your deck. This lends warriors great sustainability on the battlefield, and helps them to output consistent damage, with strong damage absorption. This is the simplest class to play - a great option for beginners or those who are looking for a more relaxed gameplay loop.

Cleric

Prayers? Said. Loyalties? Divine. Allies? Supported. With abundant healing abilities, varied support options, and still having damage capabilities, a cleric is an invaluable part of any adventuring party. Clerics take actions by revealing specific combinations of cards already in their hands. To play an effective cleric, you'll need to sculpt your deck more carefully, and be smarter about how you manage your resources. A step up in complexity to be sure, but a rewarding one.

Thief

Raw might? Blessings? Ha! You know that power doesn't come from might or magic; it comes from a quick wit. Thieves are martial classes like the warrior, but aim to manipulate battle in their favor using smart risks and clever positioning. Thieves have 2 main types of abilities: actions that manipulate the order of the cards in their deck, and actions that benefit from knowing what's on top of your deck. Thieves are a difficult class to play - but have high power ceilings. A thief must craft his deck wisely, and strategically manage the information he has in the heat of combat.

Mage

Armor all you like, pray your heart out, and make whatever underhanded moves you want. None of that changes what happens when a fireball hits a body. Mages are the classical spellslingers. Mages cast spells by discarding particular combinations of cards from their hands. This makes the mage arguably the most complex class to play. Build your deck to include all of the components you need, use them at their most optimal time, and through it all: face the greatest risk of decking yourself out. Play your cards right, and reap the arcane rewards.

Warrior

Starting HP: 15, plus triple your CON modifier
Armor proficiencies: Light, Heavy

Important Terms

1. **Shuffle X**: shuffle X cards from your hand back into your deck
2. **Discard X**: send X cards from your hand to your graveyard

Starting Features:

- March: Shuffle 1 card to move 2 spaces. Alternatively, you can Shuffle 2 cards that share an industry to move 6 spaces

- Iron Will: When you're about to take damage, you can Discard 1 card: halve the damage. If that card has any numbers, you can't do this again until the end of your next turn

Cleric

Starting HP: 10, plus double your CON modifier
Armor proficiencies: Light, Heavy

Important Terms

1. **Exchange X**: Shuffle X cards from your hand into your deck, then draw the same number of cards.
2. **Quick Reveal X**: reveal X cards from your hand to the DM, and all other players. Afterwards, return them to their normal positions in your hand.
3. **Long Reveal X**: reveal X cards from your hand to the DM, and all other players. These cards stay revealed until the beginning of your next turn. Long Revealed cards can only be used for costs of other actions if that action has no card requirements. For example, a Long Revealed card can be Discarded for an action requiring you to "Discard 1 card", but could not be Discarded to "Discard 1 card with no logo"

Starting Features:

- Trek (Once per turn only): Quick Reveal any number of cards in your hand, and move 1 space for each. For each card with a Standard Roll value of 10 or less, you may choose 1 ally and let them move 1 space.

- Divine Defense: When you or an ally is about to take damage, you may Long Reveal 2 cards to halve that damage. If those cards share an industry, or if both have no numbers, you may Quick Reveal them instead. If you do, you must then Exchange 1 of those cards.

- Bishop's Apprentice: Add 4 spells of your choice from the Cleric spell list to your spells known. You may switch them out for other valid choices after a long rest. No spell's tier may exceed half your level (rounded up).

Thief

Starting HP: 10, plus double your CON modifier
Armor proficiencies: Light

Important Terms

1. **Scry X**: Look at the top X cards of your deck. Unless the effect says otherwise, these are then returned to the top of your deck in the same order
2. **Mill X**: Send the top X cards of your deck directly to your graveyard.

Starting Features:

- Slink (Once per turn only): Mill X; move up to 2X spaces. X must be less than or equal to the number of cards currently in your hand.

- Sly Dodge: When you are about to take damage, you can declare a person's first name, then Scry 1 from your deck. If you're right, halve the damage. Either way, move that card to the bottom of your deck afterwards.

- Hoodwink: Once per turn, you can look at the bottom card of your deck. Afterwards, either return it to the bottom, place it on top of your deck, or shuffle it into your deck.

Mage

Starting HP: 7, plus your CON modifier
Armor proficiencies: None

Important Terms

1. **Discard X**: send X cards from your hand to your graveyard
2. **Long Reveal X**: reveal X cards from your hand to the DM, and all other players. These cards stay revealed until the beginning of your next turn. Long Revealed cards can only be used for costs of other actions if that action has no card requirements. For example, a Long Revealed card can be Discarded for an action requiring you to "Discard 1 card", but could not be Discarded for "Discard 1 card with no logo"

Starting Features:

- Locomote: Long Reveal X; move up to 2X spaces

- Diminish: When you are about to take damage, you can Long Reveal 2 cards in your hand to halve the damage

- Magician's Apprentice: Add 4 spells of your choice from the Mage spell list to your spells known. You may switch them out for other valid choices after a long rest. No spell's tier may exceed half your level (rounded up).

Your Origin (Optional)

Next, we have a chance to determine your character's origin story. Where does your power come from? Are you a mighty warrior because you trained under a legendary master, or because you swore your allegiance to a god who blessed you? You may choose one Origin. After choosing, you may take a feature associated with that origin.

In order to choose an Origin and take one of its features, you must answer the prerequisite questions about your character. You can't benefit from having a Patronage Origin, for instance, if you can't say who your Patron is, or what you gave them for your power.

There's no obligation; you can decline to take an Origin if you aren't looking for that level of roleplay. It's completely allowed, and a perfectly valid way to play Calling Cards. The features aren't meant to be absolutely necessary to participate, but an extra reward if you're willing to engage with their story.

Patronage

You made a deal with a powerful being in exchange for power. For now, a share of their power is yours . . . until perhaps one day they come knocking, and the time comes to pay the piper.

Example backstories

- ❖ You sold your soul to a devil, in exchange for mastery of swordsmanship. Now you're on a quest to find a treasure valuable enough to buy it back.
- ❖ You vowed to a powerful wizard that someday, he could call on you to do him an accursed favor. You've only grown stronger since then, but when the time comes to perform your duties, will you have what it takes?

Questions You Must Answer

- ❖ Who is your patron?
- ❖ What did you give or promise, in exchange for your power?

Feature Options

- Underworld Lexicon: Once per Short Rest, you can cast Speak With Dead (while out of combat)
- Soul Music: Add Guidance to your personal spell list
- Equivalent Exchange: Choose 3 skills you are not Proficient in, become Proficient in them. Choose 3 other skills that you are not Proficient in. Whenever you make a skill check in those skills, subtract your Proficiency Bonus from the result

Devotion

You are completely dedicated to a higher power. While your loyalty has earned a blessing, if you fail to live up to the doctrine you've sworn, the consequences may be severe and irreversible.

Example backstories

- ❖ You are a loyal servant to your goddess, and she has granted you her divine magic to help you spread her word.
- ❖ You spent years living in a magical forest, as a defender of nature. Now, with a primal force behind your blade, you seek to vanquish all those who would threaten the natural balance.

Questions You Must Answer

- ❖ What is the source of your blessing?
- ❖ What tenets of your dogma must you follow?

Feature Options

- Nature's Acolyte: Once per Short Rest, you can cast Speak With Animals (while out of combat)
- Magical Gift: Add either Prestidigitation, Druidcraft, or Thaumaturgy to your personal spell list
- Persistent Providence: Once per round, when you Scry X, you can gain X Temporary Hitpoints

Tutelage

Your combat prowess was taught to you, the old fashioned way. You had a teacher - a mentor. But apples don't fall far from the tree. Many of their shortcomings are now your shortcomings. And their enemies are now your enemies.

Example backstories

- ❖ You trained for years under a reclusive martial arts master.
- ❖ You are a graduate of a prestigious magical institution.

Questions You Must Answer

- ❖ Who taught you what you know, and how?
- ❖ What are your mentor's relationships like? Who shares your admiration for them? Who has sworn vengeance, and may see you as a tool to achieve it?

Feature Options

- Elemental Affinity: Add either Shape Water, Shape Earth, Shape Fire, or Shape Air to your personal spell list
- Eyeless Fighting: You have Blindsight to a range of 20 feet
- Twisted Mastery: When a Creature hits you with a melee Attack Roll, or you hit a Creature with a melee Attack Roll: you can instantly move yourself to the other side of that Creature.

Loss

Your drive, and your ability stems from something (or someone) that has been taken from you.

Example backstories

- ❖ Your spouse has gone missing, and your determination to find (or avenge) them has driven you to unlock your magical potential.
- ❖ Your martial arts master was murdered in front of you. Only after they perished in front of you were you able to master their secret techniques.

Questions You Must Answer

- ❖ Who (or what) have you lost?
- ❖ What happened to them? Do you know?
- ❖ What did they mean to you?

Feature Options

- The Dead Hand: Add Mage Hand to your personal spell list
- Harvest of Absence: When you Exile X, you can recover X hitpoints
- Font of Rebirth: Each time your deck is Shuffled, you can un-reveal 1 Long Revealed card in your hand

Birthright

You were born special. Some quirk of your genetics, or the circumstances of your birth has left you with a power beyond the ordinary. But with blessings come expectations, obligations, and consequences.

Example backstories

- ❖ You hail from a secret village of spellcasters. While your power is great, you have a duty to pursue and hunt down your village's enemies - or become an enemy of your people.
- ❖ You come from a long line of priests. You were born blessed, and stand to inherit your father's full power. That is, unless your rival heirs have something to say about it.

Questions You Must Answer

- ❖ Is your birthright transferable - an inheritance of sorts? Are your rivals ready to eliminate you in order to take it for themselves?
- ❖ What is expected of you? If you fail to live up to expectations, who delivers the consequences?

Feature Options

- Inherent Influence: Once per round, when an ally within 15 feet is about to make an Attack Roll or Saving Throw, you can Discard X, give +X to that roll
- Pride and Privilege: Increase the maximum number of Activated cards in your deck by 1
- Ancestral Memory Retrieval: Once per turn, you can Discard 2: add the bottom card of your deck to your hand (this ability doesn't give you the ability to look at the bottom of your deck first)

Alternate Forme

Your very existence is special. You are beyond a normal humanoid, your otherness speaks for itself. But what does society think about you? Not everything extraordinary is accepted.

Example backstories

- ❖ Your mother was elven, and you have the blood of the fey surging through your veins. A small share of their power is at your disposal.
- ❖ You are a homunculus, created by a mad sorcerer.

Questions You Must Answer

- ❖ What are you? Does the world accept (or even tolerate) your kind?
- ❖ Who made you what you are? A creator? An ancestor? Might they intervene in your existence?
- ❖ Do your blessings come with curses? Have the unique circumstances of your existence bestowed any shortcomings upon you?

Feature Options

- Eyes of Deep Dark: You have Darkvision to a range of 45 feet
- Undead Nature: You are an undead, or revived creature. You do not need to breathe. You resist Necrotic Damage.
- Mechanical Construction: You are an artificial, robotic construction. You do not need to eat or drink. Add Repairance to your personal spell list. When Repairance is cast on you, you regain 4 HP.
- Fey Influence: You are descended from (or infused by) fey creatures. You do not need to sleep. You have advantage on all rolls to move Silently.

Unknown

You don't know why you have the power that you do; it simply exists. Perhaps your quest is to find out.

Example backstories

- ❖ You've always had lapses in memory. It was never a problem, until you woke up with the blessing of a God whose name you've never spoken.
- ❖ Your adventuring party found you lost at sea, unconscious, amnesic. You remember your name, but not how you've mastered a long lost magical tradition.

Questions You Must Answer

- ❖ How much *do* you know?
- ❖ How much are you willing to find out?

Feature Options

- Armor of The Great Beyond: After finishing a Short or Long Rest, you can Exile up to X from the top of your deck (where X is half your level, rounded up): gain X temporary hitpoints. When a creature hits you with a melee attack while you have these Temporary Hitpoints, that creature takes 3X Cold Damage. This effect ends when you run out of Temporary Hitpoints, or gain them from any other source.
- Talents of Mysterious Origin: When you finish a Long Rest, you can choose 1 skill you aren't Proficient in. Become Proficient in it, until your next Long Rest.
- Buried Secrets: Once per turn, you can Shuffle 1. Then choose 1 card in your deck, and place it on the bottom of your deck.

Determining Your Stats

After this, we must determine your character's Strength, Dexterity, Constitution, Intelligence, and Wisdom. All skill values range from 1 to 20 (unless something unusual has happened). To create your character, we must determine a numerical value for each stat.

In this regard, 2 methods are generally accepted: Point Buy, and Rolling.

<u>If you choose to use the Point Buy method</u>, you are given a budget of **22 points** to spend on each of your stats. You do not need to spend all of your points, and the player who spends the fewest points is entitled to bragging rights.

You must choose a value for each ability score when you use this method. You may not choose a value below 8, or above 15.

Ability Score Point Cost	
Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

<u>If you decide to roll for your stats</u>, roll 4 six sided dice, and record the total value of the highest 3. Do this 5 times, and assign these results to each of your 5 stats, however you wish.

Your GM has the authority to enforce a particular method of choosing stats, and may make one up themselves. For example, a particularly chaotic GM might require all players to roll 5 D20's to determine their stat values. GM's are encouraged, but not required, to allow their players to use either of the 2 methods enumerated above.

After determining your stats by either method, you may choose to increase one of your ability scores by +2, and one other ability score by +1.

Choose Your Skill Proficiencies

Now that we know your ability scores, it's time to decide which specific skills you want your character to excel at. At level 1, all characters may choose 3 of the following skills to become Proficient in.

- Initiative
- Acrobatics (DEX)
- Animal Handling (WIS)
- Arcana (INT)
- Athletics (STR)
- Deception (DEX or INT)
- Endurance (CON)
- History (INT)
- Insight (WIS)
- Intimidation (STR or WIS)
- Investigation (INT)
- Medicine (WIS)
- Nature (INT)
- Perception (WIS)
- Performance (DEX or STR)
- Persuasion (INT or WIS)
- Religion (INT)
- Sleight of Hand (DEX)
- Stealth (DEX)
- Survival (WIS)

Ability Scores and Modifiers

Ability Score	Ability Modifier	Ability Score	Ability Modifier
≤0	You Die Instantly	12 - 13	+1
1	-5	14 - 15	+2
2 - 3	-4	16 - 17	+3
4 - 5	-3	18 - 19	+4
6 - 7	-2	20 - 21	+5
8 - 9	-1	22 - 23	+6
10 - 11	0	24+	Don’t Worry About It

Your Proficiency Modifier

Character Level	Proficiency Mod	Character Level	Proficiency Mod
1	+2	7	+4
2	+2	8	+4
3	+2	9	+5
4	+3	10	+5
5	+3	11	+6
6	+4	12	+6

Determining Your Initiative Modifier

All combat encounters begin with each participant making an Initiative roll. Participants take turns in combat, going from highest to lowest initiative score - that is, all participants make a Standard Roll, and add their initiative modifier.

Your initiative modifier is equal to:

+ 2 x Your DEX Modifier
+ 2 x Your INT Modifier
- 4 x Your CON Modifier
+ 2 x Your Proficiency Bonus, If You Are Proficient In Initiative

While non-traditional, this rule was implemented to solve two problems we had with DnD 5e. Firstly, it's difficult to build a consistently high initiative character. Since the check is determined with a D20, and most characters can't get beyond +5 to initiative (maybe +10 with a feat), no matter how invested you are in going early, you have limited ability to make it happen. By summing several scores, we seek to allow players to obtain higher modifiers with the right investments. If you really want to go first as often as possible, we want to give you the tools to do so.

Secondly, CON is simply *too* good. For most character builds, it's become the go-to secondary skill to invest in. If you want to be tougher, you'll also have to be slower. But if you're willing to be more frail, we want to offer you a significant tactical advantage in exchange.

Levelled Features

Upon gaining a level, you may take 2 features from this list - provided you meet the prerequisites. The features you choose must be tagged with your class. However, instead of 2 features for your class, you may instead take 1 feature from any class.

Unless otherwise noted, the same feature **cannot** be taken multiple times. Repeatable features are indicated with an ® next to their name.

Ongoing Training ®

Warrior, Cleric, Mage, Thief
Prerequisites: None
Choose 1 of your Ability Scores, increase it by +1

Skill Builder ®

Warrior, Cleric, Thief, Mage
Prerequisites: None
Choose 2 skills that you are not currently Proficient in, become Proficient in them.

Saving Grace ®

Warrior, Cleric, Thief, Mage
Prerequisites: None
Choose 1 type of Saving Throw that you are not currently Proficient in, become Proficient in it.

Magus Advancement ®

Mage
Prerequisites: None

Add 1 spell of your choice from the Mage spell list to your spells known. You may switch it out for another valid choice after a long rest. Its tier may not exceed half your level (rounded up).

Cleric's Advancement ®

Cleric
Prerequisites: None
Add 1 spell of your choice from the Cleric spell list to your spells known. You may switch it out for another valid choice after a long rest. Its tier may not exceed half your level (rounded up).

Speed Star ®

Thief
Prerequisites: None
Each turn, you may move up to 2 extra spaces at no cost

Speed Acolyte ®

Warrior, Cleric, Mage
Prerequisites: None
Each turn, you may move 1 extra space at no cost

Greater Survival ®

Warrior, Cleric
Prerequisites: None
Increase your maximum hitpoints by 10

Great-ish Survival ®

Thief
Prerequisites: None
Increase your maximum hitpoints by 7

. . . Survival ®

Mage
Prerequisites: None
Increase your maximum hitpoints by 5

The Expert ®

Warrior, Cleric, Thief, Mage
Prerequisites: Level 5
Choose 1 skill that you are currently Proficient in, gain Expertise in it.

Brawler Tendency

Warrior
Prerequisites: None
You can make a maximum of 4 unarmed attacks each turn. You can make no more than 3 attacks using the same hand. Further, both of your hands count as melee weapons.

Now You See It . . .

Thief
Prerequisites: None
Once per turn, you can Draw 1 card, then randomly select 1 card in your hand. Reveal it, and then place it on top of your deck.

Sneak Attack

Thief
Prerequisites: None
Once per turn, when you land an attack roll on a creature that you made with advantage, you can Scry X and declare X + 1 names, where X is half of your level, rounded up. For each name matched by a Scried card, increase the attack's damage by 5. Then place the Scried cards on the bottom of your deck, in any order.

Sneaky Sneaky

Thief

Prerequisites: None

During your turn, you can Shuffle 1 in order to hide your character. You must have some explanation for how your character is able to hide in the current setting (perhaps behind a bush, under a dark shadow). Make a Stealth skill check. Until an attacking enemy beats your result with a Perception/Investigation skill check, all attack rolls made against you have disadvantage, and attacks you make have advantage. Landing an attack or being hit by one ends the hidden condition on yourself.

Opportunism

Warrior

Prerequisites: None

While you are wielding a melee weapon, when a creature moves from within your range to outside of it, you can make an attack on it with that weapon, by paying its normal cost.

Desperate Times, Desperate Measures

Warrior, Cleric, Thief, Mage

Prerequisites: None

Once per turn, you can Exile 5 from the top of your deck, Heal 10 hitpoints.

Wild Endurance

Warrior, Cleric, Thief, Mage

Prerequisites: None

While you have zero cards in your hand, all damage you take is reduced by 1

Healer's Wrath

Warrior, Cleric, Thief, Mage

Prerequisites: None

While you have X Temporary Hitpoints, all of your attack rolls gain an extra +X/3 (Rounded Up).

Gunslinger Training

Warrior, Thief
Prerequisites: None
Once per turn, when you make an attack with a firearm, you can attempt a “Misfire or Direct Hit” shot. Make a DC 15 INT saving throw. On a pass, your attack does 5 extra Fire Damage. On a fail, Exile 5 from the top of your deck, then make your attack as normal.

Heavy Weapons Training

Warrior, Cleric
Prerequisites: None
Once per turn, after landing an attack roll with a 2-handed weapon, you can Scry 1 from your deck. For each line of text on the scried card, increase the damage dealt by 1. Then shuffle your deck.

Telepath

Warrior, Cleric, Thief, Mage
Prerequisites: None
You can speak telepathically to any creature you can see within 60 feet of you. This effect does not give the creature the ability to respond telepathically

Telekinetic

Warrior, Cleric, Thief, Mage
Prerequisites: None
Once per turn, you can Shuffle 1 to target 1 creature within 45 feet of you. That creature makes a DC 15 STR save. On a fail, you can move it 5 feet in any direction. A creature can choose to fail this save on purpose.

Reckless Novice

Warrior

Prerequisites: None

When you make an attack roll, you can choose to gain an extra +1 on all to-hit rolls until the start of your next turn. All attack rolls against you gain an additional +1 until the start of your next turn.

Attrition Fighting

Warrior, Thief

Prerequisites: None

Whenever you hit a creature with a weapon attack, if you've previously hit it with a weapon attack this turn: it must choose to either take 4 Necrotic Damage, or reduce its Minimum Hand Size by 1 until the end of its next turn.

Ignition: Rush

Warrior, Cleric

Prerequisites: Level 2

Once per turn, you can randomly select 1 card in your hand, Quick Reveal and Shuffle it. Based on the card's Standard Roll value, gain the following effects until the beginning of your next turn:

- 7 - 13: All of your weapon attacks do 1 additional Lightning Damage
- Below 7 or Above 13: All of your weapon attacks do 1 additional Fire Damage

Battleblessings

Cleric

Prerequisites: Level 2

As a reaction when you take damage, you can Shuffle 1, and then cast 1 spell from your spell list. That spell must require Long Revealing at least 1 card as cost.

Stackup

Thief

Prerequisites: Level 2

During your End Phase, if at least 2 cards have moved from your Hand or Graveyard into your Deck this turn, you can Scry the top 3 cards of your deck, and arrange them in any order.

Sentinel

Warrior, Thief

Prerequisites: Level 2

When you hit a creature with a melee attack roll while it isn't your turn, you can Mill 3; if at least 1 of those milled cards has no numbers, reduce that creature's movement to 0 until the beginning of your next turn.

Exiled Force

Warrior, Cleric, Thief, Mage

Prerequisites: Level 2

For every card you have Exiled, increase your maximum hitpoints by 1.

Borrowed Power

Thief

Prerequisites: Level 2

Once per turn, as a Reaction, when an ally would make an Attack Roll or a Saving Throw, you can let them use your deck instead of their own (i.e. Scry cards from the top of your deck to determine the Standard or Inverse roll value).

Featherweight Division

Warrior, Cleric, Thief, Mage

Prerequisites: Level 2

While you are wearing no armor, you can move an extra 2 spaces for free each turn, and add +2 to all of your rolls to hit.

Chink In Their Armor

Warrior, Thief
Prerequisites: Level 3
Once per turn, when you miss with an attack roll, you can Quick Reveal 1 card in your hand, and then Scry the top card of your deck. If those cards share an industry, increase your attack roll by +5, then Shuffle the Scried card. If not, Shuffle both the Scried card, and the Quick Revealed card from your hand.

Wrath of The Mind's Eye

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Psychic Damage to one creature, you can forcibly Long Reveal 1 random card from its hand.

Under Pressure

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Force Damage to one creature, you can Exile 1 from the top of its deck.

Samurai Motion

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Slashing Damage to one creature, you can move it 5 feet in any direction.

Skewering Blows

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3

When you inflict Piercing Damage to one creature, you can negate the first 5 feet it moves before the end of its next turn. This effect can stack.

Downbeat

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Bludgeoning Damage to one creature, you can knock it prone if it fails a DC 12 STR saving throw.

Necrotic Enhancements

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Necrotic Damage to one creature (except with this effect), you can deal 1 extra Necrotic Damage for every 5 cards in its GY.

Fingers of Frostbite

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Cold Damage to one creature (except with this effect), you can deal 4 extra Cold Damage if it has less than 3 cards in its hand.

Hot Hands

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Fire Damage to one creature (except with this effect), you can deal 1 extra Fire Damage for every 2 cards in its hand.

Acidic Degradation

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
When you inflict Acid Damage to one creature (except with this effect), you can Mill 2 from its deck.

Cleansing Lights

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

When you inflict Radiant Damage to one creature (except with this effect), you can deal 1 extra Radiant Damage for every 3 cards in its Exile.

“Only A Mirage”

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

When you inflict Illusory Damage to one creature, you can Exile 1 card from its hand (either a Long Revealed card of your choice, or a random non-revealed card), then it can Draw 1.

Tainted Hands

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

When you inflict Poison Damage to one creature, you can make it Discard 2 cards from its hand (each can be a Long Revealed card of your choice, or a random non-revealed card), then it can Draw 2.

Static Build-Up

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

When you inflict Lightning Damage to one creature, you can make it Draw 2, or Shuffle 1 (your choice).

Cleansing Thunder

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

When you inflict Thunder Damage to one creature, you Exile 3 cards of your choice from its GY.

Reckless Expert

Warrior, Cleric, Thief, Mage

Prerequisites: Reckless Novice, Level 3

When you make an attack roll, you can choose to gain advantage on all to-hit rolls until the start of your next turn. All attack rolls against you gain advantage until the start of your next turn. This replaces your "Reckless Novice" ability.

Red Wine Supernova

Cleric, Mage

Prerequisites: Level 3

Once per battle, you can draw 2 cards. During your next turn, skip your draw step.

Superlight Viking

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

While wearing light armor, gain +1 to all of your saving throws.

Endurant Casting

Cleric, Mage

Prerequisites: Level 3

When you cast a spell with a maximum duration of at least 1 round, you can Exile any number of cards from your Graveyard. For every 2 cards exiled, increase the maximum duration by 1 round.

All In Concentration

Cleric, Mage

Prerequisites: Level 3

Gain an extra +3 to all of your Concentration Saving Throws. This decreases by 1 for each card in your hand (to a minimum of +0).

Side Effects?!

Cleric, Mage

Prerequisites: Level 3

Once per turn, when you cast a spell on exactly 1 other creature, you can Exile 1 from the top of your deck. Apply the following effect to the healed creature based on whether that card has a logo. A creature can only gain 1 of these effects at a time from you, and only once at a time.

- Logo: that creature can add +2 to its next attack roll before the end of its next turn
- No Logo: that creature can add +2 to its next saving throw before the start of your next turn

Overhealing

Cleric

Prerequisites: Level 3

When you would heal another creature above their maximum HP, that creature can gain half of the deficit (rounded up) as Temporary Hitpoints.

Spell Battery

Mage

Prerequisites: Level 3

Whenever you deal damage using a spell with no duration, that Discards at least 1 for cost: that spell does 1 extra Lightning Damage for each Long Revealed card in your hand.

Your Turn? Our Turn

Warrior, Cleric, Thief, Mage

Prerequisites: Level 3

During your turn, all damage you deal is reduced by 50% (rounded up). While it is not your turn, all damage you deal is doubled.

Necrotic Body

Warrior, Cleric, Thief, Mage
Prerequisites: Level 3
All of your cards containing no text are Activated at all times. You may not Activate any of your other cards.

The Heavy

Warrior, Cleric
Prerequisites: Level 4
While wearing heavy armor, increase your armor class by +1.

Champagne Supernova

Warrior, Thief
Prerequisites: Level 5
At any time during your turn, you can: increase all damage you deal by 50% (rounded up) until the beginning of your next turn. During your next turn, skip everything except the draw step.

Sole Survivor

Warrior
Prerequisites: Level 5
While you have no cards in your deck, you resist all damage.

Untainted Self

Cleric, Mage
Prerequisites: Level 5
While you have 3 cards or fewer in your Graveyard, you can gain 7 Temporary Hitpoints during your end phase (once per turn).

Triple Attacker

Warrior, Cleric
Prerequisites: Level 5
Your maximum number of attacks each turn becomes 3.

Single Attacker

Warrior, Cleric, Thief, Mage

Prerequisites: Level 5

Your maximum number of attacks each turn becomes 1. All damage you do by attacking is doubled.

Greed of Pot

Warrior

Prerequisites: Level 5

Once per turn, if your hand has 5 cards or fewer in it: you can Draw 2 cards.

Vladislavic Remembrance

Mage

Prerequisites: Level 5

Once per turn, if there are at least 6 cards in your Graveyard: you can add 1 card from your Graveyard to your hand.

Kyrie Eleison

Cleric

Prerequisites: Level 5

Once per turn, you can Exchange all cards in your hand. For the remainder of your turn, any card that would be Shuffled, Exchanged, or Discarded is Exiled instead.

Perfect Heist

Thief

Prerequisites: Level 5

Once per turn, you can declare 1 last name and Scry the top card of your deck. If that card has that last name, you can add it to your hand, then arrange the next 5 cards on top of your deck in any order. If not, Exile the Scried card.

Exchange of Spirit

Warrior, Cleric, Thief, Mage

Prerequisites: Level 7

Once per Long Rest, you can make a Standard Roll, then do the following based on the result:

- 1-7: Exile all cards in your graveyard. Send all cards in your deck to your Graveyard
- 8-14: Shuffle all of your Exiled cards into your Deck. Exile all cards in your Graveyard
- 15-20: Send all cards in your deck to your Graveyard. Shuffle all of your Exiled cards into your Deck

Spells

Welcome caster - this is what you're here for! We'll get to the list of spells in just a moment. First, some quick rules about how spells are cast.

In order to cast a spell in combat, you must pay its Cost. Unless otherwise specified, spells can only be cast during your Action Phase during combat, or any time while out of combat.

In order to cast a spell out of combat, you must Exile the top N cards of your deck (where N is equal to double the spell's tier). This makes tier 0 spells useful, as the only spells that can be used at no cost whilst not in combat.

In combat, there is no hard limit on the number of spells you cast during each of your turns. However, some spells are tagged as "Primary" (indicated by a Ⓟ next to their name). You may only cast 1 Primary spell during each of your turns. Out of combat, you can cast 1 spell every 6 seconds.

You'll also notice that some spells lack *any* class tags. These cannot be taken with the normal spell-learning features, and must be gained elsewhere. For example, Mage Hand is only available as an Origin feature.

Without further ado, here are the official spells available:

Minor Illusion

Tier 0

Cleric, Mage

Cost: Discard 1 card with no job title

Effect: Create an illusory image anywhere within 30 feet of you. The image cannot move and cannot be of a creature. It lasts up to 10 minutes, or until you choose to dismiss it (at no cost)

Ventriloquism

Tier 0

Cleric, Mage

Cost: Discard 1 card with no numbers

Effect: Create an illusory sound, originating from any point within 30 feet of you. That sound can be instantaneous, or last up to 10 minutes. You can stop the sound prematurely at any time, for no cost

Longest Yard

Tier 0

Cleric, Mage

Cost: Shuffle 1 Card

Effect: Choose yourself, or 1 other creature within 5 feet of you. For the next minute, that creature can jump 3 times as far as it would normally be able.

Call of The Haunted

Tier 0

Cleric, Mage

Cost: Discard 1, including at least 1 Blank Card

Effect: 1 creature within 30 feet of you makes a WIS save. On a fail, that creature takes 3 Necrotic damage. If it is more than 15 feet away from you at the end of its next turn, it takes 7 more Necrotic Damage

Firebolt

Tier 0

Cleric, Mage

Cost: Discard 3 cards, including at least 1 with a roll value above 14, or less than 6
Effect: Make a spell attack roll against 1 creature you can see within 45 feet of you. On a hit, that creature takes 6 Fire damage

Cold Feet

Tier 0
Cleric, Mage
Cost: Discard 3 cards, including at least one with a roll value between 5 and 15 (exclusive)
Effect: Target 1 creature you can see within 45 feet. That creature makes a DEX save. On a fail, during its next turn, that creature takes 3 Cold damage each time it moves a space

Toxic Croak

Tier 0
Cleric, Mage
Cost: Discard 3 cards, including at least 1 with a name 12 characters long or shorter
Effect: Target any number of creatures within 10 feet of you. All targets make a CON save. Targets that fail take 3 Poison damage, and subtract 2 from all rolls to hit until the end of your next turn.

Crackling Thunder

Tier 0
Cleric, Mage
Cost: Discard 3 cards, over at least 2 different industries
Effect: All creatures within 5 feet of you make a STR save. Those that fail take 3 Thunder damage, and are moved 15 feet away from you.

Defibrilate Ⓟ

Tier 0
Cleric
Cost: Quick Reveal 1
Range/Area: 30 Feet

Effect: Heal 1 on 1 Downed Ally within range. You can Long Reveal for this spell's cost to Heal 5 instead, and remove the Primary tag.

Guidance

Tier 1

Cost: Exile 1 card from your hand

Effect: One ally within 30 feet (or you) can add +1 to their next Skill Check made within 1 minute. You can only give Guidance to 1 ally at a time.

Shocker's Grasp Ⓟ

Tier 1

Cleric, Mage

Cost: Quick Reveal 2 cards with different industries

Effect: Make an Inverse Attack Roll against 1 creature you can touch. On a hit, that creature takes 7 Lightning damage, and until the end of your next turn, takes 5 Lightning damage every time it takes an action outside of its turn.

Blink

Tier 1

Cleric, Mage

Cost: Discard all cards in your hand

Range/Area: 60 Feet

Effect: Make an Attack Roll against 1 creature within range. On a hit, that creature takes 1 Psychic Damage for each card you discarded.

Healing Word

Tier 1

Cleric

Cost: Long Reveal 1

Range/Area: 30 Feet

Effect: Heal 1 on 1 Creature within range. If either initial of the revealed card has a logo, you can Heal 3 instead.

Resistance

Tier 1
Cleric
Cost: Long Reveal 2
Range/Area: 45 Feet
Effect: Target one ally within 30 feet. That ally adds 3 to all of their Saving Throws until the start of your next turn. If neither revealed card has a logo, you can cast this as a Reaction.

Pressure Wave

Tier 1
Mage
Cost: Discard 2 cards with at least one having a square number as its Standard Roll value
Range/Area: 60 Feet
Effect: Make an attack roll against 1 creature within range. On a hit, deal 5 Force Damage to that creature, then you can push it 10 feet away from you.

Silent Image

Tier 1
Mage
Cost: Discard 1 card with no numbers
Range/Area: 60 Feet
Effect: Create an illusory image, up to 15 feet on each side. Your image can move, but cannot make any sound. A creature can make an Investigation skill check to determine that it is illusory. You may only have 1 active Silent Image at a time.

Strike Down Ⓟ

Tier 1
Cleric
Cost: Long Reveal 2
Range/Area: 45 Feet
Effect: Deal 8 Lightning Damage to 1 Creature within range.

Sacred Flame Ⓟ

Tier 1

Cleric

Cost: Long Reveal N, that all share either a first or last initial

Range/Area: 45 Feet

Effect: One target within range makes a DEX save, taking 3N Radiant Damage on a fail - or half as much on a pass.

Float On Ⓟ

Tier 2

Mage

Cost: Discard 2 cards, with at least 1 having a prime number as its Standard Roll value

Range/Area: Touch

Duration: Concentration, up to 30 Seconds

Effect: Touch one creature. That creature makes an INT save. On a fail, it rises up to 20 feet in the air for the duration. A creature can fail on purpose.

Winds of Decay Ⓟ

Tier 2

Mage

Cost: Discard 3 cards, including at least 1 Blank card

Range/Area: 30 Foot Line, originating from you

Effect: Creatures within this spell's area of effect make a WIS save. On a fail, creatures take 9 Necrotic Damage, and cannot recover hitpoints until the beginning of your next turn. On a pass, creatures take 5 Necrotic Damage.

Frost Surge Ⓟ

Tier 2

Mage

Cost: Discard 3 cards with Standard Roll values within 7 of each other

Range/Area: A 10 foot radius sphere, centered on your position

Effect: Hostile creatures in the spell's area make a CON save. Creatures that fail take 7 Cold Damage and fall Prone. Creatures that pass take 5 Cold Damage.

Hot Shot Ⓟ

Tier 2

Mage

Cost: Discard 2 cards with Standard Roll values at least 5 away from each other

Range/Area: 45 Feet

Effect: Target 1 Creature within range. That creature takes 7 Fire Damage, and on a failed DEX save, takes 5 more Fire Damage (as a separate hit).

Magnetic Personalities

Tier 2

Mage

Cost: Discard 2 cards with different Industries

Range/Area: 45 Feet

Duration: Concentration, up to 30 Seconds

Effect: Target 2 Creatures within range. Each one makes a STR save (each can choose to fail intentionally). If either passes, the spell ends immediately. Otherwise, for the duration, neither creature can intentionally move further away from the other.

Manifest Mire Ⓟ

Tier 2

Mage

Cost: Discard 2 cards with names totalling 25 letters or fewer

Range/Area: 60 Feet

Duration: Concentration, up to 60 Seconds

Effect: Create a toxic, viscous indent in the ground within range, occupying a space up to 10 feet by 10 feet. Creatures that begin their turn in the mire, or entering it make a CON save. On a fail, creatures take 7 Poison Damage and have -2 to all attack rolls until the end of their next turn. On a pass, creatures take 4 Poison Damage.

Divine Shout Ⓟ

Tier 2

Cleric

Cost: Long Reveal 3

Range/Area: Melee
Effect: 1 creature within range makes a WIS save, falling Prone if failed. If all long revealed cards share either a first or last initial, you can target any number of creatures within range instead.

Chapter 3:
Items And Etc.

Weapons

A martial adventurer requires his weapons. A magical adventurer at least benefits from a staff or wand. When you first create your character, you may choose 1 of these weapons to bring along with you. These are not class restricted, though some will work best with certain classes.

Basic Sword

- Damage: 3 Slashing
- To Attack: Shuffle 1
- Once per turn, when you would Shuffle exactly 2, you can Exchange 2 instead

Basic Maul

- Damage: 3 Crushing
- To Attack: Shuffle 1
- This turn, if you previously shuffled a card with 6 lines or more, this weapon does 5 Crushing per attack instead

Basic Greatsword

- Damage: 3 Slashing
- To Attack: Shuffle 1
- This turn, if you previously shuffled a card with 3 lines or fewer, this weapon does 5 Slashing per attack instead

Basic Dagger

- Damage: 3 Piercing
- To Attack: Mill 1
- After attacking with this weapon, you must place 1 card from your hand on top of your deck

Basic Switchblade

- Damage: 3 Piercing
- To Attack: Mill 1, then Shuffle 1
- If the card you milled has 3 lines or fewer, this weapon does 5 Piercing damage instead

Basic Rapier

- Damage: 5 Slashing
- To Attack: Scry 1
- Before attacking, declare a first name. If the card you Scry does not match that name, Shuffle 1 card from your hand and cancel the attack. Otherwise, move the Scried card to the bottom of your deck

Basic Morningstar

- Damage: 2 Radiant
- To Attack: Quick Reveal 2
- If the cards you revealed have matched first or last initials, you must Exchange 1. Otherwise, Long Reveal 1

Basic Staff

- Damage: 1 Bludgeoning
- To Attack: Discard 1
- Once per turn, you can un-reveal 1 Long Revealed card in your hand

Basic Wand

- Damage: N/A
- To Attack: N/A
- Once per turn, when you Discard 3 or more, you can choose 1 card in your graveyard and Exile it as a substitute for 1 of the discarded cards

Basic Orb

- Damage: N/A
- To Attack: N/A
- All of your attacking spells do +1 damage

Basic Tome

- Damage: N/A
- To Attack: N/A
- Once per turn, you can draw 1 card, then Shuffle 1

Basic Pistol

- Damage: 2 Piercing
- Range: 60 Feet
- To Attack: Mill 2

Armors, Outfits, and Items

An adventurer can never begin their journey without a proper outfit. After all, good looks are everything! Oh, and it can also serve as armor or something. I guess.

Basic Chainmail (Heavy)

- AC: 14 + DEX Modifier (Max 2)
- Once per turn, you can gain 1 Temporary Hitpoint. If you have Shuffled at least 1 this turn, gain 3 Temporary Hitpoints instead

Basic Platemail (Heavy)

- AC: 17
- +1 Damage Reduction, only if you have shuffled at least 1 since the start of your last turn

Basic Mantle (Light)

- AC: 12 + DEX Modifier
- Whenever you Mill: gain +2 AC on the next attack against you (you can gain this effect only once per attack)

Basic Vestments

- Increase your maximum hand size by 2

Basic Robes

- Increase your minimum hand size by 1

Chapter 4:
Example Characters

Donny The Kid

The Dirty Scoundrel



Take the reins of a wild west outlaw. Respect no law but that of gunfire. Stack your deck for devastating shots using your quick hands and quicker wit.

3rd Level Thief

16 HP, 15 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
8 (-1)	16 (+3)	12 (+1)	16 (+3)	8 (-1)

Basic Mantle (Light)

- AC: 12 + DEX Modifier
- Whenever you Mill: gain +2 AC on the next attack against you (you can gain this effect only once per attack)

Basic Pistol

- Damage: 2 Piercing
- Range: 60 Feet
- To Attack: Mill 2

Features

Origin: Devotion

Persistent Providence: Once per round, when you Scry X, you can gain X Temporary Hitpoints

Chink In Their Armor

Once per turn, when you miss with an attack roll, you can Quick Reveal 1 card in your hand, and then Scry the top card of your deck. If those cards share an industry, increase your attack roll by +5, then Shuffle the Scried card. If not, Shuffle both the Scried card, and the Quick Revealed card from your hand.

Gunslinger Training

Once per turn, when you make an attack with a firearm, you can attempt a “Misfire or Direct Hit” shot. Make a DC 15 INT saving throw. On a pass, your attack does 5 extra Fire Damage. On a fail, Exile 5 from the top of your deck, then make your attack as normal.

Superlight Viking

While wearing light armor, gain +1 to all of your saving throws.

Now You See It . . .

Once per turn, you can Draw 1 card, then randomly select 1 card in your hand. Reveal it, and then place it on top of your deck.

Speed Star

Each turn, you may move up to 2 extra spaces at no cost

Skewering Blows

When you inflict Piercing Damage to one creature, you can negate the first 5 feet it moves before the end of its next turn. This effect can stack.

Father Owsley

The Sacred Conquistador



Maul in hand, show the world that your God is kind and loving to all - except to his enemies. Strike down the non-believers, and expand your holy empire.

3rd Level Cleric

32 HP, 17 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
14 (+2)	10 (+0)	14 (+2)	8 (-1)	16 (+3)

Basic Platemail (Heavy)

- AC: 17
- +1 Damage Reduction, only if you have shuffled at least 1 since the start of your last turn

Basic Maul

- Damage: 2 Crushing
- To Attack: Shuffle 1
- This turn, if you previously shuffled a card with 6 lines or more, this weapon does 4 Crushing per attack instead

Spellbook

- Healing Word
- Divine Yell (P)
- Resistance
- Sacred Flame (P)

Features

Origin: Devotion

Magical Gift: Add Thaumaturgy to your personal spell list

Heavy Weapons Training

Once per turn, after landing an attack roll with a 2-handed weapon, you can Scry 1 from your deck. For each line of text on the scried card, increase the damage dealt by 1. Then shuffle your deck.

Desperate Times, Desperate Measures

Once per turn, you can Exile 5 from the top of your deck, Heal 10 hitpoints.

Battleblessings

As a reaction when you take damage, you can Shuffle 1, and then cast 1 spell from your spell list. That spell must require only Revealing cards as its cost.

Healer's Wrath

While you have X Temporary Hitpoints, all of your attack rolls gain an extra +X/3 (Rounded Up).

Red Wine Supernova

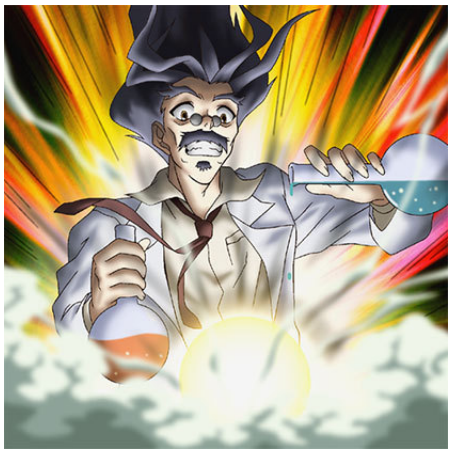
Once per battle, you can draw 2 cards. During your next turn, skip your draw step.

Greater Survival

Increase your maximum hitpoints by 10

Professor Pixelon

The Mad Scientist



A power-hungry genius without morals or any sense of restraint. You don't need true magic to cast spells; you've reverse engineered the equations behind them all. Your scientific magic is smarter than pure damage - it's all about control.

3rd Level Mage

12 HP, 12 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
10 (+0)	16 (+3)	8 (-1)	16 (+3)	12 (+1)

Basic Tome

- Damage: N/A
- To Attack: N/A
- Once per turn, you can draw 1 card, then Shuffle 1

Basic Robes

- Increase your minimum hand size by 1

Spellbook

- Magnetic Personalities (Con)
- Manifest Mire (Con) (P)
- Pressure Wave (P)
- Float On (Con)
- Mage Hand

Features

Origin: Loss

The Dead Hand: Add Mage Hand to your personal spell list

Endurant Casting

When you cast a spell with a maximum duration of at least 1 round, you can Exile any number of cards from your Graveyard. For every 2 cards exiled, increase the maximum duration by 1 round.

Exiled Force

For every card you have Exiled, increase your maximum hitpoints by 1.

All In Concentration

Gain an extra +3 to all of your Concentration Saving Throws. This decreases by 1 for each card in your hand (to a minimum of +0).

Saving Grace (CON)

Choose 1 type of Saving Throw that you are not currently Proficient in, become Proficient in it.

. . . Survival

Increase your maximum hitpoints by 5

Tainted Hands

When you inflict Poison Damage to one creature, you can make it Discard 2 cards from its hand (each can be a Long Revealed card of your choice, or a random non-revealed card), then it can Draw 2.

Whacker Walt



Menace of the Boxing Ring

You've trained your body so hard that you have no need for weapons anymore. After all, your fists have silenced all of your enemies so far. Hit hard, and more importantly: hit often.

3rd Level Warrior

24 HP, 15 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
16 (+3)	16 (+3)	12 (+1)	8 (-1)	10 (+0)

Basic Mantle (Light)

- AC: 12 + DEX Modifier
- Whenever you Mill: gain +2 AC on the next attack against you (you can gain this effect only once per attack)

Features

Origin: Tutelage

Twisted Mastery: When a Creature hits you with a melee Attack Roll, or you hit a Creature with a melee Attack Roll: you can instantly move yourself to the other side of that Creature.

Brawler Tendency

You can make a maximum of 4 unarmed attacks each turn. You can make no more than 3 attacks using the same hand. Further, both of your hands count as melee weapons.

Ignition: Rush

Once per turn, you can randomly select 1 card in your hand, Quick Reveal and Shuffle it. Based on the card's Standard Roll value, gain the following effects until the beginning of your next turn:

- 7 - 13: All of your weapon attacks do 1 additional Lightning Damage
- Below 7 or Above 13: All of your weapon attacks do 1 additional Fire Damage

Hot Hands

When you inflict Fire Damage to one creature (except with this effect), you can deal 1 extra Fire Damage for every 2 cards in its hand.

Static Build-Up

When you inflict Lightning Damage to one creature, you can make it Draw 2, or Shuffle 1 (your choice).

Attrition Fighting

Whenever you hit a creature with a weapon attack, if you've previously hit it with a weapon attack this turn: it must choose to either take 4 Necrotic Damage, or reduce its Minimum Hand Size by 1 until the end of its next turn.

Chink In Their Armor

Once per turn, when you miss with an attack roll, you can Quick Reveal 1 card in your hand, and then Scry the top card of your deck. If those cards share an industry, increase your attack roll by +5, then Shuffle the Scried card. If not, Shuffle both the Scried card, and the Quick Revealed card from your hand.

Barrytron The Barbarian



The Raging Guardian

A machine that turns mechanical anger into raw power. When Barrytron enters the heat of battle, he's practically unstoppable, and his greatsword inescapable. Hold down parts of the battlefield, and allow no survivors.

3rd Level Warrior

42 HP, 17 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)

Basic Platemail (Heavy)

- AC: 17
- +1 Damage Reduction, only if you have shuffled at least 1 since the start of your last turn

Basic Greatsword

- Damage: 2 Slashing
- To Attack: Shuffle 1
- This turn, if you previously shuffled a card with 3 lines or fewer, this weapon does 3 Slashing per attack instead

Spellbook

- Repairance (P)

Features

Origin: Alternate Forme

Mechanical Construction: You are an artificial, robotic construction. You do not need to eat or drink. Add Repairance to your personal spell list. When Repairance is cast on you, you regain 4 HP.

Opportunism

While you are wielding a melee weapon, when a creature moves from within your range to outside of it, you can make an attack on it with that weapon, by paying its normal cost.

Sentinel

When you hit a creature with a melee attack roll while it isn't your turn, you can Mill 3; if at least 1 of those milled cards has no numbers, reduce that creature's movement to 0 until the beginning of your next turn.

Your Turn? Our Turn

During your turn, all damage you deal is reduced by 50% (rounded up). While it is not your turn, all damage you deal is doubled.

Reckless Novice

When you make an attack roll, you can choose to gain an extra +1 on all to-hit rolls until the start of your next turn. All attack rolls against you gain an additional +1 until the start of your next turn.

Samurai Motion

When you inflict Slashing Damage to one creature, you can move it 5 feet in any direction.

Heavy Weapons Training

Once per turn, after landing an attack roll with a 2-handed weapon, you can Scry 1 from your deck. For each line of text on the scried card, increase the damage dealt by 1. Then shuffle your deck.

Doctor Wu



Scourge of All Illness

You're a medical expert known for 3 things: healing, healing, and healing. Keep your allies alive and on the battlefield. Play your cards right, and you'll never have to face the front lines yourself.

3rd Level Cleric

38 HP, 17 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
10 (+0)	8 (-1)	16 (+3)	12 (+1)	16 (+3)

Basic Staff

- Damage: 1 Bludgeoning
- To Attack: Discard 1
- Once per turn, you can un-reveal 1 Long Revealed card in your hand

Basic Vestments

- Increase your maximum hand size by 2

Spellbook

- Healing Word
- Resistance
- Defibrilate (P)
- Strike Down (P)
- Guidance

Features

Origin: Patronage

Soul Music: Add Guidance to your personal spell list

Overhealing

When you would heal another creature above their maximum HP, that creature can gain half of the deficit (rounded up) as Temporary Hitpoints.

Red Wine Supernova

Once per battle, you can draw 2 cards. During your next turn, skip your draw step.

Battleblessings

As a reaction when you take damage, you can cast 1 spell from your spell list. That spell must require only Revealing cards as its cost.

Side Effects?!

Once per turn, when you cast a spell on exactly 1 other creature, you can Exile 1 from the top of your deck. Apply the following effect to the healed creature based on whether that card has a logo. A creature can only gain 1 of these effects at a time from you, and only once at a time.

- Logo: that creature can add +2 to its next attack roll before the end of its next turn
- No Logo: that creature can add +2 to its next saving throw before the start of your next turn

Telekinetic

Once per turn, you can Shuffle 1 to target 1 creature within 45 feet of you. That creature makes a DC 15 STR save. On a fail, you can move it 5 feet in any direction. A creature can choose to fail this save on purpose.

Greater Survival

Increase your maximum hitpoints by 10

Beacher Blue



The Master Blaster

Step 1 of Beacher's gameplan is DPS. There is no step 2.

3rd Level Mage

16 HP, 12 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
8 (-1)	12 (+1)	16 (+3)	16 (+3)	10 (+0)

Basic Wand

- Damage: N/A
- To Attack: N/A
- Once per turn, when you Discard 3 or more, you can choose 1 card in your graveyard and Exile it as a substitute for 1 of the discarded cards

Basic Robes

- Increase your minimum hand size by 1

Spellbook

- Winds of Decay (P)
- Frost Surge (P)
- Hot Shot (P)
- Blink

Features

Origin: Unknown

Armor of The Great Beyond: After finishing a Short or Long Rest, you can Exile up to X (where X is half your level, rounded up). When a creature hits you with a melee attack while you have these Temporary Hitpoints, that creature takes 3X Cold Damage. This effect ends when you run out of Temporary Hitpoints, or gain them from any other source.

Exiled Force

For every card you have Exiled, increase your maximum hitpoints by 1.

Desperate Times, Desperate Measures

Once per turn, you can Exile 5 from the top of your deck, Heal 10 hitpoints.

Spell Battery

Whenever you deal damage using a spell with no duration, that Discards at least 1 for cost: that spell does 1 extra Lightning Damage for each Long Revealed card in your hand.

Necrotic Body

All of your cards containing no text are Activated at all times. You may not Activate any of your other cards.

Necrotic Enhancements

When you inflict Necrotic Damage to one creature (except with this effect), you can deal 1 extra Necrotic Damage for every 5 cards in its GY.

Wild Endurance

While you have zero cards in your hand, all damage you take is reduced by 1

Dave From Acquisitions

The Mastermind



Dave is all about strategy. Set your allies up for success with a well-timed intervention. Slowly shift the tides of battle into your favor, and watch in triumph as your master plan comes together.

3rd Level Thief

17 HP, 15 AC

Strength	Dexterity	Constitution	Intelligence	Wisdom
8 (-1)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Basic Dagger

- Damage: 3 Piercing
- To Attack: Mill 1
- After attacking with this weapon, you must place 1 card from your hand on top of your deck

Basic Mantle (Light)

- AC: 12 + DEX Modifier
- Whenever you Mill: gain +2 AC on the next attack against you (you can gain this effect only once per attack)

Features

Origin: Birthright

Inherent Influence: Once per round, when an ally within 15 feet is about to make an Attack Roll or Saving Throw, you can Discard X, give +X to that roll

Stackup

During your End Phase, if at least 2 cards have moved from your Hand or Graveyard into your Deck this turn, you can Scry the top 3 cards of your deck, and arrange them in any order.

Borrowed Power

Once per turn, as a Reaction, when an ally would make an Attack Roll or a Saving Throw, you can let them use your deck instead of their own (i.e. Scry cards from the top of your deck to determine the Standard or Inverse roll value).

Sneaky Sneaky

During your turn, you can Shuffle 1 in order to hide your character. You must have some explanation for how your character is able to hide in the current setting (perhaps behind a bush, under a dark shadow). Make a Stealth skill check. Until an attacking enemy beats your result with a Perception/Investigation skill check, all attack rolls made against you have disadvantage, and attacks you make have advantage. Landing an attack or being hit by one ends the hidden condition on yourself.

Telepath

You can speak telepathically to any creature you can see within 60 feet of you. This effect does not give the creature the ability to respond telepathically

Speed Star

Each turn, you may move up to 2 extra spaces at no cost

Great-ish Survival

Increase your maximum hitpoints by 7