

# CARD RPG – ADVANCED

Based on CardRPG originally created by Ray of Ash

Edited by Stephen A. Rogers

([capi3101a@netscape.net](mailto:capi3101a@netscape.net))

A few years back, I came across CardRPG on John McLeod's International Card Games web site. I found the idea of an RPG-style combat game using cards intriguing. As I've played the game over these last few years, I've tinkered with it a little bit and decided to go ahead and share it with the online community as a variant of the original game.

CardRPG is a very basic role-playing game-style combat system. All you really need to play the game are a few dice, a deck of cards, and some imagination. This advanced version adds a little more strategy, new abilities, new powers for both the player and monsters, and a few nasty surprises for the unprepared adventurer...

## CardRPG – Advanced

**PLAYERS:** 1+. While the game's mechanics are generally set up so that a player can play solo, there are provisions in the rules for multiple players. There are even rules in place wherein players may duel against one another.

**EQUIPMENT:** One standard 54-card deck with French-suits, including two jokers. Bridge-sized decks are recommended over Poker-sized decks, as a player can wind up with a huge number of cards in their hand (this can be particularly true at higher character levels (see below); it's possible for a player to have over half of the deck in their hand). Players will also need up to ten six-sided dice (d6s).

**RANK AND VALUE OF THE CARDS:** Aces are low and count as a value of one. All numbered cards (2-10) are worth their face value. All face cards are considered equal and have no value in and of themselves for whatever purpose they are employed. Jokers likewise have no value in and of themselves.

**THE CHARACTER RECORD SHEET:** Players use an alter ego to play the game, known as a *character* (or hero, if they prefer). Players will use some method of keeping track of their character's stats during the course of game play, particularly if they intend to play the character they create over many sessions (see below). The best way of keeping track of stats is the *character record sheet*, which further requires the use of a writing implement (pencil is recommended) and a piece of paper. The character record sheet looks something like this:

|          |            |           |
|----------|------------|-----------|
| Level:   | Character: |           |
| Class:   | STR:       | HP:       |
| XP/Next: | Gold:      | Jokers:   |
| Kills:   | Deaths:    | Sessions: |

Here's a quick explanation of what this means:

- **Level:** This measures the character's level, i.e. how far they've advanced. Level has a bearing on how tough your opponents are and the maximum number of attacks they receive.
- **Character:** This is the character's name. Strictly speaking, this isn't a vital stat, but it does add to the game's flavor.
- **Class:** This is the class of the character, which is basically just the card the player chooses to represent their character (see below). A character's class determines what kinds of abilities they have access to during the game.
- **STR:** This is the character's strength. Strength directly determines the size of the character's hand, which in turn determines how much damage the player can cause at any one time (see below).
- **HP:** The character's hit points. This is how much damage the player's character can sustain in any one fight before they die. Death has nothing but negative effects, so a high HP is a Good Thing.
- **XP/Next:** This lists the character's accumulated experience points and the amount they need to get before reaching the next level. All monsters (see below) are worth some experience points when defeated; some more so than others.
- **Gold:** This lists the total amount of gold the character has on hand. Gold can be used at any time to buy back cards from the discard pile (see below) or to buy items into inventory. Characters receive gold only under certain circumstances.
- **Jokers:** This lists the total number of jokers the character has killed in combat. Jokers are vicious as opponents; defeating one is worth a badge of honor...
- **Kills:** This lists the total number of monsters the character has defeated.
- **Deaths:** This lists the total number of times the character has been defeated.
- **Sessions:** This lists the total number of times the player has "ran through" the deck (i.e. gotten to the point where there aren't enough active cards left to complete an action). Players can also end the game voluntarily. It's basically a measure of how often the character has been played.

**CREATING A CHARACTER:** When a player is playing the game for the first time, they will need to create a character in order to play the game. The first thing the player should do is go ahead and name their character. This name can be anything the player deems suitable for the game. Next, on the character record sheet, they can record "1" for the level, 0/10 for their XP, and 0 for Gold, Jokers, Kills, Deaths and Sessions. The sheet will look something like this at this point:

|                 |                 |             |
|-----------------|-----------------|-------------|
| Level: 1        | Character: Capi |             |
| Class:          | STR:            | HP:         |
| XP/Next: 0 / 10 | Gold: 0         | Jokers: 0   |
| Kills: 0        | Deaths: 0       | Sessions: 0 |

The next thing the player will need to do is roll for their character's Strength and HP. Each one of these is handled by a separate dice roll. Begin with Strength. Roll the dice, divide the result by two, round up, and add two to the result. The final value is the character's Strength, which is recorded in the STR box (*for example, if the dice roll for strength were a five, you would divide that by two getting two-point-five, round up getting three, and add two getting a final strength of five*). Now roll for the character's HP. Add two to the result of the dice roll and record the final amount in the HP box (*a roll of five for HP would end up as a final result of seven HP*).

The last and most crucial decision to be made is the character's Class. The player may sift through the deck to find a face card of their choice to represent their character. Their choice must be a bonafide face card; they may not pick a Joker or number card. Each face card has a different array of special abilities, as outlined below:

- Jacks are thrifty characters. When they claim items into their inventory, they always receive an extra card. Jacks can be robbed (see below) by both Queens and Kings.
- Queens are knowledgeable characters. They can be robbed by Kings. If they are killed, they retain their XP.
- Kings are powerful characters. They can be robbed by Queens. If they are killed, the player has the option to keep their hand.

Additionally, all face cards are allowed to use any card in their inventory as a card of the character's suit (i.e. a Spade character can use any card as a Spade, Club characters as Clubs, etc.; see Inventory, below).

**INVENTORY:** During the course of gameplay, characters may gain extra cards that can be used in order to expand upon the character's abilities. Collectively, these cards are called the player's *Inventory*. Inventory cards are always numbered cards. What each card can do depends upon the value of the card and its suit, as follows:

- **Spades:** These are attack cards. A player may choose to play a Spade before making their normal attack for the turn, scoring an amount of damage equal to the value of the card. The player's regular attack for that turn does not need to match the value of the Spade, but if it does, the Spade does not count towards a combo (see below).
- **Hearts:** These are life cards. Ordinarily, when a character's HP falls below zero, they die. However, if the character is carrying around a heart, they stay alive, with the number of HP equal to the value of the card.

- **Diamonds:** Diamonds represent *gold*. When a diamond enters the player's inventory, the diamond card is placed on the bottom of the draw pile and the character gains an amount of gold equal to the value of the card. Gold can be used for one of two purposes: it can be used to buy cards back from the discard pile at a cost of one gold per card, or it can be used to buy the top card off of the top of the draw pile into the player's Inventory, at a cost equal to the value of that card (Aces cost 20 to buy; this is the only exception). If the player can't buy the card, chooses not to buy the card or can't afford it, that card is discarded.
- **Clubs:** These cards allow a multi-attack. The player may make one extra attack on their turn for every Club expended (note that the value of the Club doesn't matter; the player only gets to make one extra attack). In this case, the value of the attack cards play doesn't have to match, as with a regular combo.

Characters may always play inventory cards as though the card were of the suit that matches the character's suit (e.g. a Spade character can play any inventory card as though it were a Spade). Diamond characters always have the option of "selling off" their Inventory cards, in which case they merely discard the card and pocket the gold.

A player may play a card out of their inventory at any time they wish. Once played, an inventory card goes into the discard pile.

**ACE POWERS:** Aces are treated as special cards when they wind up in a player's Inventory. All aces have very powerful effects, as follows:

- **Ace of Spades:** The Ace of Spades is an auto-kill. When used, it automatically kills the monster being fought against (quite handy against a Joker at high levels).
- **Ace of Hearts:** The Ace of Hearts is a super life potion. If the player dies while holding the Ace of Hearts, they are restored to full HP immediately. The Ace of Hearts is the only way to survive a monster's Joker attack card.
- **Ace of Diamonds:** The Ace of Diamonds is a luck gem. It can be used to buy cards back from the discard pile (it cannot, however, be used to buy cards into Inventory). This Ace is special in that it cannot be expended, even if the player dies; the only way to lose the Ace of Diamonds once it is in Inventory is to have it stolen away.
- **Ace of Clubs:** The Ace of Clubs is a blitz attack. It can be used to allow a player to unload any card or combo from the players hand, even allowing the player to unload their entire hand on a monster all at once.

With the sole exception of the Ace of Diamonds, an Ace is expended once used. Unlike normal Inventory cards, an Ace is returned to the bottom of the draw pile if the player uses it.

**SETUP:** At the beginning of each session, the player goes into the deck and locates the card matching their character's class. They pull that card out of the deck and place it on the table in front of them; this is their *character card*. This

card represents the character; it will not be used or discarded during the course of game play.

The player then shuffles the deck. Once they are satisfied with the shuffle, they deal a number of cards equal to half their character's strength (rounded up) into their hand (this represents "*summoning sickness*" for the character). The only exception to this is during a character's first Session (see Sessions, below): for the first session, the player may deal cards equal to the character's strength into their hand.

The player then flips up the next card off the top of the deck, placing it face up above their character card. This card is a *monster card*, which the character will have to defeat. Added cards may need to be dealt at this point, depending upon what card is representing the monster:

- **For numbered cards:** No added cards are dealt.
- **For face cards:** Deal one card face down, placing it underneath the monster card.
- **For jokers:** Deal two cards face down, placing them both underneath the joker monster.

After any extra cards are dealt out, the player deals out a number of cards to the left side of the monster card equal to the player's Level (e.g. if the character is level 3, the player will deal three cards in a pile to the left of the monster). This pile is the *monster attack pile*, the equivalent of the player's hand. If the monster is a Joker, deal out twice the character's Level for the monster attack pile.

At this point, all the cards needed for the battle have been dealt out, so the player may put the cards aside. The player may then roll a number of dice depending upon their character's level and what card is representing the monster. For face cards and number cards:

- **For Levels 1-2:** Roll three dice.
- **For Levels 3-5:** Roll five dice.
- **For Levels 6-8:** Roll seven dice.
- **For Levels 9-10:** Roll ten dice.

The player tallies up the roll; the result is the monster's HP. For face cards, the dice roll also represents the value of the monster in XP.

If the monster happens to be a Joker, don't bother rolling the dice. Just take the indicated number of dice for a regular monster for the character's level, and set them all to six (i.e. Jokers as monsters always receive the highest possible HP value for a monster for the character's current level).

**THE PLAY:** At this point combat is ready to commence. Who gets to play first depends upon the monster card. If the monster is a Jack, then the monster gets to attack first. In all other cases, the character may attack first.

To attack, a player plays at least one card out of their hand, placing it face up beside the character card. A player may play multiple cards out of their hand provided they are cards of the same rank (unless using a Club out of their Inventory first); this is called *combo*. In this case the amount of damage from each card is added together before being inflicted on the monster. This attack deals out an amount of damage against the monster card depending on the type of card played. For number cards, the amount of damage inflicted equals the value of the card (i.e. if the player plays a seven, seven points of damage are inflicted on the monster). If the player plays a face card, a *random attack* occurs. The player draws the top card off of the deck and places it on top of the original face card. This has the same effect as a monster's attack, depending on what comes up (see below). If the player plays a Joker, it is still a random attack, but the draw is automatically a *critical hit* (see below). Each point of damage is subtracted from the monster's HP. Should the monster be reduced to zero HP or lower as a result of the attack, the monster is *dead* and the character scores for the victory (as outlined below).

If the monster is a Jack, or if it survives the player's initial attack, then the monster gets to take a shot at the opponent. The player flips over the top card off of the monster's attack pile. Depending upon the card flipped up, a number of damage points are inflicted on the character; this is a *monster attack*:

- **If the attack card is a number card:** The character suffers damage equal to the value of the card.
- **If the attack card is a face card:** The player suffers a *critical hit*. The next card in the monster's attack pile is turned up, and the character suffers two times the amount of damage indicated by the turn up. Should the next card also be a face card, the next attack card is turned up, with the character suffering three times the amount of damage for the turn up. This continues until a number card or Joker comes up, or until the monster runs out of attack cards. For each face card turned up, the multiplier is increased by one.
- **If the attack card is a Joker:** This spells instant death for the character. The only way to avoid this death is if the character happens to have the Ace of Hearts in Inventory.

Each point of damage is subtracted from the character's HP. Should the character be reduced to zero HP or lower as a result of the attack, the character dies and must suffer the consequences (as outlined below).

If the character is being attacked by a Joker or a face card, there is a chance that they will have a card *stolen* from their Inventory every time the monster attacks. The chance of theft solely depends on the class of the character and the monster. If the character is a Jack, then Queens, Kings and Jokers can steal from them. If the character is a Queen, then Kings and Jokers may steal from them. Finally, if the character is a King, Queens and Jokers may steal from them. A monster always steals the item in inventory with the lowest value first, preferring the character's suit first in the event of a tie, or Clubs, then Hearts, then Spades if the

character's suit is not present. Jokers are an exception: they always gun for the Aces first, followed by the highest value card available (reversing the suit preference). When cards are stolen out of Inventory, they are placed in the discard pile. If the character would be stolen from and has no items in Inventory, the top card off of the draw pile is "stolen" instead.

Should either the player or monster run out of attack cards, they lose their attack turn when it comes up. In the rare occurrence when both the character and the monster run out of attack cards, the player has the option to either continue fighting (in which case fresh attack cards are dealt to both the player and the monster), or to forfeit the match (which counts as a character death).

**VICTORY:** If the character reduces the monster to zero HP or fewer, the character scores a victory. At that point, a number of things happen:

- All attack cards in play are collected and placed on the bottom of the draw pile. This includes any cards played by both the player and the monster, and any cards remaining in the monster attack pile. The player does NOT get rid of their hand.
- The character may increase their XP total by a number of points. If the monster was a number card, the XP earned equals the value of the card. If the monster was a face card, the XP earned equals the amount of HP the monster had to begin with. If the monster was a Joker, the XP earned equals half of the Joker's initial HP.
- The monster card is placed face up in the *bone pile*, located to the right of the character card.
- If the monster was a face card or Joker, the player may pick up any cards that were underneath the monster card and add them to their Inventory.
- The player draws the top card off the draw pile and adds it to the character's Inventory. If the character is a Jack, then the player draws two cards off the top of the deck.

When adding cards to the player's Inventory, add them in one at a time.

Depending upon what is drawn, certain things can occur:

- If the card is a number card, simply add the card to the Inventory.
- If the card is a face card, place the card on the bottom of the draw pile.
- If the card is a Joker, place the Joker, all cards in the player's Inventory, and all cards in the discard pile on the bottom of the draw pile. The character may keep any Inventory cards due to them after the Joker has been revealed and accounted for.

**LEVELING UP:** If after a victory the character has earned sufficient XP, the character will advance to the next Level. Leveling up allows the character to gain more strength and more HP. If a character levels up, the following things happen:

- The player rolls the dice and divides the result by two, rounding up. The resultant amount is added to the character's Strength immediately.

- The player rolls the dice and divides the result by two, rounding up. The resultant amount is added to the character's HP immediately.
- The character's level is increased by one on the character sheet.
- The "Next" value changes, depending upon the character's new level. This amount gets progressively larger as the character gains higher levels. The thresholds are as follows:
  - To reach Level Two: 10 points
  - To reach Level Three: 20 points
  - To reach Level Four: 40 points
  - To reach Level Five: 60 points
  - To reach Level Six: 80 points
  - To reach Level Seven: 110 points
  - To reach Level Eight: 140 points
  - To reach Level Nine: 170 points
  - To reach Level Ten: 200 points

Level Ten is the highest obtainable character level, under normal circumstances (see below for exceptions to this rule).

- The character's XP is reset to zero.

**DEATH:** If the monster kills the character, a number of things happen:

- All attack cards in play are immediately discarded. This includes any cards played by both the player and the monster, as well as any cards remaining in the monster attack pile. Unless the character is a King, the player *must* discard their entire hand. If the character happens to be a King, the player may choose to discard their hand, or keep what they have.
- The character's XP is reduced to zero, unless the character happens to be a Queen.
- The character's Inventory is discarded. This includes any gold the character happens to be carrying.
- Any bonus cards hidden behind a face card or Joker monster are discarded.
- The monster is placed face *down* in the bone pile.
- The player may decide to continue the Session (see Sessions, below). If they decide to, the character is regenerated at full HP, and has summoning sickness.

**SESSIONS:** At certain periods, the character must rest and prepare for the next day's battles. In CardRPG Advanced, this is represented by a *session*. A session of the game begins after the character card is initially drawn from the deck and ends under one of two circumstances:

- **Voluntarily:** The player may always end the game after a battle has been resolved.
- **Involuntarily:** The game ends if there aren't enough cards in the draw pile to complete *any* action that requires cards to be drawn (such as drawing the player's hand back to full strength, drawing for the monster pile, drawing for Inventory, drawing for a random attack, etc.). The draw pile



can be reduced to zero cards so long as it completes the current draw action without causing the session to end involuntarily.

When a session ends, a number of things happen:

- Any monster card, monster attack pile cards, and attack cards played are immediately discarded.
- All cards in the player's Inventory and the player's hand are discarded.
- For each card face up in the bone pile, the player scores one Kill. For each card face down, the player scores one Death.
- If there are any Jokers face up in the bone pile, the player scores one Joker. This is in addition to the Kill scored for the Joker.
- After all cards in the bone pile are accounted for, those cards are discarded. All cards except the character card should now be in the discard pile.
- The player scores one Session.

At this point, the player may shuffle the draw pile and begin a new Session, or put the character card in with the rest of the cards and call it a day.

**QUESTS:** After a character has scored their 100<sup>th</sup> kill, the player has the option of having their character embark on a *quest* at the beginning of the character's next session. Quests are handled a little differently from regular game-play. The player is generated with 30 gold and three cards in their inventory, along with a full hand. The player begins the quest by expending as much of the gold as they wish adding additional items to their inventory. Once they are satisfied, the next three cards are turned up as monsters, with the player fighting against them simultaneously. Each monster gets extra cards if they are face cards or Jokers as usual. Each monster gets half the normal amount of attack cards. Should the card deck run out, the player may still conduct the quest; the game merely proceeds as though all cards were dealt out. Play commences as normal at that point; if one of the monsters is a Jack, they attack first. Otherwise the player does. Monsters always attack from left to right (first one drawn, then the middle, then the last one). If the character defeats one of their foes, the monster goes into the bone pile, any cards left in their attack pile go to the bottom of the draw pile, and the character immediately collects the normal amount of cards to go into Inventory. The character beats the quest if they vanquish all three foes. Kills and Deaths from the Quest do not count for or against the player. If the quest succeeds, the character Levels up (even if already at Level 10), adding a +2 bonus for the Strength and HP rolls.

**MULTIPLAYER:** CardRPG Advanced is primarily designed as a solitaire game, but it can be played as a multiplayer game with a few tweaks to the rules. All players use their own deck of cards. After all players have shuffled their decks, the top card from each deck is drawn. Highest card gets first strike (highest cards are Jokers, then Aces, Kings, Queens, Jacks, then number cards). In the event of a rank tie, Spades are highest, followed by Hearts, then Diamonds, then Clubs.

In the event that multiple players draw the exact same card, those players each roll one die; highest throw wins, with further ties settled by subsequent dice rolls.

There are two modes of multiplayer play, *cooperative* and *player-vs-player*. In cooperative play, the player with first strike draws for the monster, using the highest character Level out of the assembled group to determine the number of monster attack cards. The amount of HP the monster receives is rolled as normal, with the final result multiplied by the number of players present in the group. If the monster is a Jack, it gets first strike as normal. Otherwise, the player with first strike attacks first, the monster gets a counterstrike, then the play goes clockwise around the table, with the monster getting an attack after every player attack. If the monster runs out of attack cards, the initial player must supply fresh attack cards off the top of their draw pile. If a player kills the monster on their turn, they are credited with the monster's kill and all players get to draw cards into their Inventory. Any extra cards for a face card or Joker go to the player credited with the kill. Should the monster kill a player, that player must discard their cards as normal and cannot take credit for the kill; the player immediately logs a Death and cannot add XP to their total should the group ultimately defeat the monster. Once a monster has been vanquished or has destroyed the entire group, first strike passes counterclockwise around the table. The session ends when any one player cannot draw a required amount of cards for any reason.

When playing player-vs-player, the draw for player-vs-player is overridden if any player is playing a Jack, going clockwise around the table from the player awarded first strike, should more than one player be fielding a Jack. Each player begins the game with 30 gold, 3 Inventory cards, and their full strength in hand (as with a quest). After all players are satisfied with what they have in Inventory, the game begins. All players multiply their character's HP by the number of opponents arrayed against them. Each player on their turn may attack any other player of their choosing. In addition to normal attack damage, players may make stealing attacks from other players if the target they choose is vulnerable; rather than discarding the stolen card, the player places it in their Inventory. If a player kills their target, they may select any one card out of the target's Inventory to take for themselves. Additionally, they immediately score a number of XP either equal to the amount of XP the target had accumulated, or equal to their HP (whichever is higher). If the character would level up as a result of the XP gain, the player resolves the level up immediately (this affects the character's HP for the current battle; the player immediately gains the amount of HP indicated by the roll, in addition to increasing their character's maximum HP by that amount). Once vanquished, a player is out; their character is not instantly regenerated and must log a death as normal. If a character is out of attack cards when their turn comes up, they may use their turn to redraw back to full strength. Last player standing wins the match, allowing an instant level-up (even if their character is already at Level 10) with a +2 bonus to both rolls.

# CARD RPG – ADVANCED

## 2012 RULES ADDENDUM

As I've played Card RPG - Advanced over the last couple of years, I've occasionally encountered situations wherein I wanted to play the game but either didn't have all the equipment I needed (particularly dice), or I was in place where it was inconvenient to use the equipment (dice-rolling is generally frowned upon in libraries). In those cases, I found it necessary to work up some alternate rules in order to work around the difficulties. These workarounds have proven effective and so I've decided to release them in the following "rules addendum" for Card RPG - Advanced.

**ADVENTURE MODE:** If a player doesn't have access to a suitable writing instrument, or simply wants to play a game of Card RPG - Advanced without worrying about using their character again, they can play in "adventure mode". In adventure mode, the game ends as soon as the session is over and no statistics are recorded for the character. Some players may also choose to play wherein if the character dies, the session ends automatically. The point of adventure mode is simply to see how many monsters the character can kill before the game ends. This mode of play can also be used by players who want to test out the strengths and weaknesses of the various character classes, or even as a means of competitive play (by attempting to achieve a "high score" for given character classes amongst one's friends).

**DICELESS PLAY:** If a player hasn't got access to dice (a fairly common occurrence), they may choose to emulate dice rolls when required to do so through drawing cards. To use this method, the player draws the top card from the draw pile when a die roll is required, notes the result, and places the drawn card back on the bottom of the draw pile. Each card drawn in this manner represents the result of a single die. The value of the card drawn is

halved and then rounded up, with the final result indicating the die roll result. For example, if a seven is drawn, the die roll indicated would be a four (3.5 rounded up, which is four). Jacks and Queens will indicate a die result of six. For Kings and Jokers, the player has a choice: they may either ignore these results and draw again, or count them as "special rolls", with a king indicating a die result of seven and Jokers indicating a die result of zero.

**PRE-SET HP FOR MONSTERS:** Rather than rolling dice for a monster's HP, a monster's HP may be set based on the hero character's level. This has the effect of speeding up game play and eliminating the bulk (though not all) of the dice rolls required, at the cost of some of the game's variety when it comes to fighting monsters. To find the HP of a number card monster, take the indicated number of dice in a regular game for the character's level and set all of those dice equal to two. For face cards, the dice may all be set to four, and Jokers receive the full result of six as normal. Experience points are determined as normal. *For example, a fourth level character would ordinarily roll five dice for monster HP; number card monsters would therefore all have ten HP (with their experience based on the rank of the card), face cards would have twenty HP and would be worth twenty XP, and Jokers would have thirty HP and be worth fifteen XP.*

**POCKETMOD RECORD SHEETS:** For Card RPG players on the go, a pocketmod containing six character reference sheets and a quick rules reference has been created. This is an excellent way for players to keep track of their characters, as the surface area of the folded pocketmod is smaller than most of decks of cards and can therefore be easily kept with a given deck. The pocketmod is included herein; for instructions on how to fold properly fold it, visit <http://www.pocketmod.com/>.

Character:

Class:                      Level:

Strength:                      HP:

XP:                              Next:

Gold:

Jokers:

Kills:

Deaths:

Sessions:

Character:

Class:                      Level:

Strength:                      HP:

XP:                              Next:

Gold:

Jokers:

Kills:

Deaths:

Sessions:

Character:

Class:                      Level:

Strength:                      HP:

XP:                              Next:

Gold:

Jokers:

Kills:

Deaths:

Sessions:

Character:

Class:                      Level:

Strength:                      HP:

XP:                              Next:

Gold:

Jokers:

Kills:

Deaths:

Sessions:

**Card Effects**

|                 |                           |   |   |
|-----------------|---------------------------|---|---|
| Card            | In Inventory              | As an Attack  | As a Monster  |
| Number Cards    | Dependent on Suit         | Causes Damage Equal to Rank                         | Worth XP equal to Rank  |
| Jacks           | Does not enter inventory. | Random Attack if Played from Hand, or Critical Hit. | One extra inventory card. Attacks first.                            |
| Queens          | Does not enter inventory. | Random Attack if Played from Hand, or Critical Hit. | One extra inventory card. Steals from Jacks/Kings.                  |
| Kings           | Does not enter inventory. | Random Attack if Played from Hand, or Critical Hit. | Steals from inventory card. Steals from Jacks/Queens.               |
| Jokers          | Empties Out Inventory.    | Critical Hit if Played from Hand, or Instant Kill.  | Receives twice the number of attack cards. Steals high value cards. |
| Ace of Spades   | Instant Kill              | Does 1 damage                                       | Worth 1 XP  |
| Ace of Hearts   | Full HP Refill            | Does 1 damage                                       | Worth 1 XP  |
| Ace of Diamonds | Luck Gem                  | Does 1 damage                                       | Worth 1 XP  |
| Ace of Clubs    | Blitz Attack              | Does 1 damage                                       | Worth 1 XP  |
| Spades          | Attack Card               | Dependent on Rank                                   | Dependent on Rank   |
| Hearts          | Life Card                 | Dependent on Rank                                   | Dependent on Rank   |
| Clubs           | Multi-Attack Card         | Dependent on Rank                                   | Dependent on Rank   |
| Diamonds        | Gold                      | Dependent on Rank                                   | Dependent on Rank   |

**Levels**

|       |                                       |                |
|-------|---------------------------------------|----------------|
| Level | XP Needed to Reach the Next Level     | Number of Dice |
| 1     | 10                                    | 3              |
| 2     | 20                                    | 3              |
| 3     | 40                                    | 5              |
| 4     | 60                                    | 5              |
| 5     | 80                                    | 5              |
| 6     | 110                                   | 7              |
| 7     | 140                                   | 7              |
| 8     | 170                                   | 7              |
| 9     | 200                                   | 10             |
| 10+   | Requires Quest or Multiplayer Victory | 10             |

Jokers always receive the maximum possible HP for the character's level and are worth half as much in XP. Face cards are always worth in XP the same amount as rolled for their HP. A character receives 1d3 additional XP and HP whenever they level up.

Character:

Class:                      Level:

Strength:                      HP:

XP:                              Next:

Gold:

Jokers:

Kills:

Deaths:

Sessions: