

Deck Builder Resolution System

When a conflict begins, the player whose character is involved builds a deck comprised of their character's positive contributions, to which the opposition player (GM or whomever), adds "Dangers."

Card Types

Augments

Continuity

The effects of your actions last longer, or create ongoing trouble for your opposition.

Cooperation

Your actions create a benefit or bonus, or grant some other assistance to your allies.

Effective

Your action is especially forceful or adroit or somesuch, and thus more effective or damaging if this is possible.

Observation

You are especially observant in your action, learning anything of note that can be learned as you act.

Impressive

Your actions create a stir, aggravating or impressing some subject of your choice.

Impetus

Things are going your way for some reason. The player may draw cards until they get a positive card, and if any negative cards were drawn, they may choose only one of them to take effect.

Scope

Your action affects more subjects, a wider area, or is otherwise undertaken more grandly.

Speed

Your actions take place in a much shorter span than others would expect. Does not counter a delay, but may mitigate the effects somewhat.

Subtlety

Your actions appear other than they are, whether by being hidden or disguised in some way.

Caution

This card can be used to cancel any other danger that occurs after it is drawn.

Dangers

Injury

This card or another is reshuffled back into the deck when this is

drawn to represent the danger posed by the new condition. This card is then noted in the injuries section, added to every deck where the injury in question would matter, until the injury is healed. An injury card being drawn again after a first one often represents the injury getting worse. A good technique is to alter the addition of injury cards and others to represent other affects of the injury.

Affliction

Adds a temporary scene-related negative Aspect

Exhaustion

Cancels the effect of the next positive card drawn. Can be cleared out by resting, but otherwise are retained if drawn, and added to every following deck.

Delay

More time is used up than might be expected. Use Peril instead if a delay would cause a new danger to appear.

Helplessness

You are out of the action, and need assistance to get free (or survive).

Peril

A new threat appears!

Strangeness

Something odd or unpredictable happens, which is a detriment. Added as a danger for many conflicts, but almost always when magic is involved.

Failure

You don't manage to accomplish the thing you want to have happen.

Displacement

Something (you, your target, or your aim) winds up somewhere other than planned

Expense

An item or resource you have is broken or lost or used up entirely.

Interruption

Something happens to cause the conflict to cease immediately, and it cannot resume until the interruption is dealt with.

Chaos

Draw additional cards until a danger card is drawn. If the player draws any positive cards, determine randomly which one of them applies and the others have no effect.

Runaway

The player may not quit now, and must draw at least two more cards if they exist. If both are positive, the player may only keep one of them.

Other Deck Building Options

Preparation and Aid

Gain cards to be added to the current deck. Occasionally a cost may be required to gain the cards.

Pushing

A character may attempt to do better by pushing hard to get it done. Add one augment card of the player's choice, and two Exhaustion cards to the deck.

Recklessness

A character may approach the contest recklessly. They may add up to three augments, and for each they add, the opposition may add two dangers. A character being reckless may not add any caution cards to the deck.

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