

# Aura and Destiny

Audeo has a card system called Aura that is resolved by a set of rules called Destiny.

## Aura Overview

Aura is a celestial energy that surrounds each person in the world(s) of Audeo. It should be noted that the term celestial used in this game has little to do with the concepts of heaven or spirits. It literally is taken here to mean the hidden force that drives all, and is considered by most to be the glory of the sun exclusively.

The Aura around adventurers is defined as a set of one to five cards. Each must have one to five at all times, or they are enter one of two special conditions:

- **Vision:** When something would cause you to discard the last Aura card for your adventurer, they have a vision. In the end they will get one to three new Aura cards to put them back in the 1-5 zone. However for a moment, they are out of it and struck by a vision.
- **Destiny:** When something would cause you to draw a sixth Aura card for your Adventurer, they will meet destiny. In the end they will get one new Aura card to put them back in the 1-5 zone. However they have a pending moment of destiny awaiting them the next time they risk.

## Aura Technical Details

Each aura card has not only a type (Protean ♦, Shadow ♦, and Brilliance ♦), but a number value (3, 4, 5) and a suit (♣, ♠, ♥, ♦). This means there is a set of 3 types X 3 values X 4 suits = 36 cards. You will need two of these for three players, and three of them for four or more players.

You can construct a deck of these cards using plastic protective sleeves, this print out: (coming soon), and three decks of normal playing cards trimmed to contain only 3, 4, and 5 from each suit.

## Destiny Overview

## Destiny Technical Details

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