

## Character Generation

1. Draw or select Archetype.
2. Write down up to five Correspondences: keywords describing your Archetypal authority and concerns.
3. Select your mortal side's Motivations, answering the questions and assigning 10 points amongst them
4. Choose a Greater Power and write it down, along with the standard Lesser Powers.

## Task Resolution Difficulties

Ace [1]: may be played to add +1 to another card; makes the accompanying action a magical action; action may be of either suit played  
2-3 accomplishes the most basic tasks.  
4-5 is the difficulty of routine actions.  
6-7 represents activities which require attention and skill.  
8-9 denotes significant challenge.  
10 is the upper limit of human ability  
Page/Jack [11] employs simple magic equivalent to peak human achievement plus luck.  
Knight/Joker [12] is the first obviously magical level of difficulty.  
Queen [13] defies most explanation.  
King [14] accomplishes what seems impossible.

## Suit Associations

- ♠ Swords/Spades *key to physical combat, use of force or intimidation, the nobility and military, the intellect and the element of air.*
- ♣ Wands/Clubs *key to creativity, will, the peasantry and the element of fire.*
- ♥ Cups/Hearts *key to interpersonal relationships, empathy, communication, the clergy and the element of water.*
- ♦ Pentacles/Diamonds *key to commerce and merchants, protection, the body, physical or material things, and the element of earth.*

## Taking and Resolving Actions

You don't have to take an action unless:

- *the player desires for narrative reasons to fail.*
- *there is a negative consequence for failure.*
- *the action is opposed by an outside force or being.*

Each character's action may consist of either a Lesser Power plus a mundane action, or a Greater Power.

Play a card. If the action affects another character, that character may respond with their own action, reducing or raising your card value with their own.

If your action furthers a Motivation, you can add up to its rating as a bonus to your card.

The World compares your final value to the difficulty. If you succeed, narrate the details; if not, the World or defender does.

# HOUSE OF CARDS

## RULES REFERENCE SHEET

## Hand Management

*Renew:* discard your hand and draw back to current maximum.

*Replenish:* keep the cards in hand, drawing back to current maximum.

*Refresh:* selectively discard from hand, then draw back to current maximum.

## So When Do I Get My Cards Back?

If the card you played for an action was on-suit, it is replenished immediately. That includes playing an Ace to shift the suit of an action: both cards are replenished.

If the card you played was in character either for your Bearer or your Archetype, you replenish the card at the end of the scene. Archetypes operate on much more grandiose scales of time.

If the card you played was not suited to the action or in character, sorry. It is up to the World to determine when you have had enough time to rest and regain your cards — typically in between sessions, though not always. (Or, use Inspire.)