



## The Resolved Premade

My name is Elena Guerrero, and I study card game design at Shuffle City University! My grades are really bad, but I know that one day I can become the very best there is. My goal is to take on and win the annual Shuffle City Invitational Tourney so I can prove to the world that I'm the shining star my dad believed I am.

Passion	Skill	Friendship
X3	-1	1

Select one stat and increase its value by one.

Name: Elena Guerrero

Pronouns: She/Her

### Look

Hair: Scruffy, Long, Haircut by mum,

Clothes: School, Well padded, Graphic tee,

Game Tools: Second hand, Shoddy, Common,

Other: I wear a jacket with a star pattern to represent my goal to become someone who shines as bright as a star.

Experience: ☐ ☐ ☐

Once each box has been ticked, advance.

### Advancement:

When you advance, take one of these options:

- ★ Take an ability from your Playbook ☐
- ★ Take an ability from another Playbook ☐
- ★ Add a new staple to your Staple List ☐
- ★ Increase one of your stats by one ☐

Tick the box of the option you picked. You cannot take an option with all boxes ticked.

### Major Advancement:

Once you have selected three advancements, you may also select these options upon advancing instead:

- ★ Take an ability from your Playbook ☐
- ★ Take an ability from another Playbook ☐
- ★ Add a new staple to your Staple List ☐
- ★ Create a new {Ace} card (You may now gain the benefits of the Play your {Ace} card move twice per game) ☐
- ★ Complete your character's final goal. Retire your character. ☐

## Create Your Deck

Deck Archetype: Building Block Battalion (B.B.B.)

(Suggestions: Toy Robots, Star Knights, Spell Artists)

Select one reason this deck is important to you:

- ★ It represents a skill or interest of yours that you used to hide or are possibly still hiding to this day
- ★ It was given to you by someone you looked up to, and represents how they saw you
- ★ It was made by you personally and is filled with little touches that are entirely yours
- ★ \_\_\_\_\_

Describe your deck's gimmick: Smaller warriors that team up

(Suggestions: Smaller warriors that team up, Playing aggressively with warriors that gain effects when they deal damage, Warriors that swap out for one another)

Create four cards for your deck. One of these cards is your {Ace}. Describe why your Ace is important to you in particular:

B.B.B. Star Soldier reminds me of myself as a child.

## Answer One Question for Each Section

### Your Struggles:

- ★ Who is someone you used to idolise, and how did they betray your expectations of them?
- ★ Who introduced you to the game, and why does it matter that they're better than you at it?
- ★ Who is trying to teach you to be better at the game, and what do they expect in return?

My professor, Dr. Garfield is helping me become stronger at card games, but needs me to get good grades.

### Your Friends:

- ★ Another player is your best friend: how did they help you most? Ask them the same about you.
- ★ You've sworn to protect another player; how they

My best friend Aggie gave me her ticket to the Shuffle City Invitational Tourney Rising Stars division. (Ask them how I helped them and to take baggage).

★ \_\_\_\_\_

You and that player each gain baggage.

### Baggage

My grades are terrible ☐

I need to prove I'm the best ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

Fill in ☐ if the baggage is serious.

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

Abilities

Select three abilities from the list here:

The Determination to Win

When you meet someone or someone does something to hurt you, you can choose to make that character your adversary. You can only have one adversary at a time. Write their name below:

You gain +1 on rolls made to confront or in battle against your adversary. When you beat them, erase their name above; they are no longer your adversary.

Heart of the Resolved

You can Reveal a New Possibility even when you're alone. When you do this, reveal a new possibility for yourself.

Unbreakable Will

You can always ignore up to one non-serious baggage when applying baggage related penalties to rolls you make.

When Trainers Eyes Meet

When you challenge someone to a card game battle, you can initiate the fight immediately, no matter the circumstances.

Headstrong Luck

Whenever you Brandish Your Skills in the middle of a dangerous situation or to help someone, roll+Passion instead of +Skill.

Your Mentor Professor Garfield

You have a mentor, or group of mentors; someone who wants to help you overcome problems and improve yourself. Choose one resource your mentor can give you:

Information, Backup, Technical skill, Tech, Magic,

When you ask them for this resource, they'll grant it to you. However, to gain access again after that, you'll need to first complete a mission for them. Your Judge will tell you the mission.

Pet Cards

You have a card that matters to you deeply; although it may be simple, you could never not put it in your deck. Choose one of your staples; it gains {Ace}. You may use that staple two turns in a row. You can benefit from the Play your {Ace} card move an extra time each game.

Combat Tension Questions

- ☐ Have you lost at least half your life in this card game?
- ☐ Has your opponent used your baggage to gain an advantage over you?
- ☐ Has something or someone you care about more than yourself been put at risk?

Staples

Operation Star	Reinforcements	B.B.B Missile		
Gain +1 to your combat tension until the end of your next turn.	Create two {weak} warriors.	{Overwork} Destroy target warrior or item.		

Add two staples from the generic staples list. Rename all staples.

Cards in my Deck

You can add any of the cards in your deck here so you can reference them even while your in the middle of card game combat. Otherwise feel free to use this space for notes or ideas.

B.B.B Star Soldier	B.B.B Toybox	B.B.B Support Copter	B.B.B Build Instructions
Warrior / {Normal} {Ace} {Teamwork} {Piercer} 1 {Followup}	Item / {Normal} When this is played and at the start of each turn, create a {Weak} warrior. All warriors have {Teamwork}.	Warrior / {Normal} {Teamwork} All other warriors you control are {Strengthened}.	Invocation Draw 3 cards. You can only use this card if it's the last card in your hand.

Example Custom Cards

You can use these cards when you're asked to Create a Card.

B.B.B Backup Squadron

Invocation

Create four {Weak} warriors with {Teamwork}.

B.B.B Explosives Planter

Warrior / {Normal}  
{Teamwork}

Target opponent {Fumbles}.

B.B.B Tactical Officer

Warrior / {Weak}  
{Teamwork}

You may play an additional staple or cast an additional invocation the turn you play this.

Otherwise, you can use the Volatile or Custom Card Creation rules from the quick-play kit.

## Main Deck - Elena Guerrero

**B.B.B. Star Soldier**  
*Warrior | {Normal} | {Ace}*  
(Draw here if you like.)

**{Teamwork}** (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

**{Piercer} 1** (When this card defeats another card in battle, it deals damage to that cards controller equal to the the piercer value.)

**{Followup}** (You can play an additional card after this one.)

**B.B.B Toybox**  
*Item | {Normal}*  
(Draw here if you like.)

When this is played and at the start of each turn, create a **{Weak}** warrior.

All warriors have **{Teamwork}**. (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

**B.B.B Support Copter**  
*Warrior | {Normal}*  
(Draw here if you like.)

**{Teamwork}** (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

All other warriors you control are **{Strengthened}**. (When a card is strengthened, {Weak} cards become {Normal}. {Normal} cards become {Strong}. {Strong} cards gain {Overwhelm}.)

**B.B.B Build Instructions**  
*Invocation*  
(Draw here if you like.)

Draw 3 cards.

You can only use this card if it's the last card in your hand.

## Custom Cards - Elena Guerrero

**B.B.B Backup Squadron**  
*Invocation*  
(Draw here if you like.)

Create four **{Weak}** warriors with **{Teamwork}**. (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

**B.B.B Explosives Planter**  
*Warrior | {Normal}*  
(Draw here if you like.)

**{Teamwork}** (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

Target opponent **{Fumbles}**. (Describe an action you don't want the opponent to take. You can counter that action for free until the start of your next turn.)

**B.B.B Tactical Officer**  
*Warrior | {Weak}*  
(Draw here if you like.)

**{Teamwork}** (Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals.)

You may play an additional staple or cast an additional invocation the turn you play this.

**Name:**  
*Type:*  
(Draw here if you like.)

What the Card Does:

Card Backs



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero

Card Backs



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero



The Resolved  
Elena Guerrero



## The Prodigy Premade

I'm Conrad Martin, CEO of Mainphase Technologies. In my company we use the latest tech to design innovative card games and card game tools.

While others might not admit it, I'm the best card gamer in all of Shuffle City. I'll use my dominance to overcome my corporate rival, Dimensional Mechanics.

Passion	Skill	Friendship
1	X3	-1

Select one stat and increase its value by one.

Name: Conrad Martin

Pronouns: He/Him

### Look

Hair: Stylish, Well groomed, Naturally beautiful, \_\_\_\_\_

Clothes: Suit, Fashionable, Stand out, \_\_\_\_\_

Game Tools: Top of the line, One of a kind, Official, \_\_\_\_\_

Other: All of the game tools I use come from my company. I don't actually need my glasses, but they have a secret heads-up display that analyses card games I'm in.

Experience: ☐ ☐ ☐

Once each box has been ticked, advance.

### Advancement:

When you advance, take one of these options:

- ★ Take an ability from your Playbook ☐ ☐
- ★ Take an ability from another Playbook ☐ ☐
- ★ Add a new staple to your Staple List ☐ ☐
- ★ Increase one of your stats by one ☐ ☐

Tick the box of the option you picked. You cannot take an option with all boxes ticked.

### Major Advancement:

Once you have selected three advancements, you may also select these options upon advancing instead:

- ★ Take an ability from your Playbook ☐
- ★ Take an ability from another Playbook ☐
- ★ Add a new staple to your Staple List ☐
- ★ Create a new {Ace} card (You may now gain the benefits of the Play your {Ace} card move twice per game) ☐
- ★ Complete your character's final goal. Retire your character. ☐

## Create Your Deck

### Deck Archetype: Speakers of the Chained Titan

(Suggestions: Demigod Dragons, Lords of Undeath, Pactbound Witches)

### Select one reason this deck is important to you:

- ★ You've used it since you were little, and it helped you get to where you are today
- ★ You found it mysteriously somewhere, and you still don't know where it came from
- ★ It represents your privilege, and embodies how you believe you're better than other people
- ★ \_\_\_\_\_

### Describe your deck's gimmick: Relies on the power of one overwhelming warrior

(Suggestions: Become a warrior myself and take on threats by my own hand, Making sacrifices to do overpowered effects, Relies on the power of one overwhelming warrior)

Create four cards for your deck. One of these cards is your {Ace}. Describe why your Ace is important to you in particular:

It is the most powerful card in my deck; it represents my skill & knowledge

## Answer One Question for Each Section

### Your Struggles:

- ★ Describe an enterprise that you own and control. What does a competitor do better than you?
- ★ What family member matters most to you?

My company is Mainphase Technologies; we make high tech card games and card game tools. Our competitor is Dimensional Mechanics, who are able to produce cheaper and more diverse products for the foolish masses.

Gain baggage.

### Your Friends:

- ★ Another player is your rival: when did they beat you spectacularly? Ask them how they did so.
- ★ Another player is an old friend: how did

A girl named Elena beat me during the first anniversary tourney I ran for my company. I insist that it was a fluke and want to prove it. (Ask them how they beat me and to take baggage.)

You and that player each gain baggage.

## Baggage

My company is 2nd place ☐

I must get revenge on Elena ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

Fill in ☐ if the baggage is serious.

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐



Abilities

Select three abilities from the list here:

My Pride, My Soul, My...

You get +1 to all rolls directly involving your {Ace} card, both inside and outside of a card game.

When using your {Ace} card outside of a card game, justify how it was useful to the move before gaining the bonus.

Screw the Rules, I Have Money

You have a source of extreme wealth. If you want something done that can be bought and you have the time, roll+Skill. Apply any baggage related penalties.

On a 7+, you get what you wanted.  
On a 6 or less, something has happened with your wealth. Your Judge will tell you what. Gain baggage; you can't use this move again until that baggage is resolved.

Sore Winner

When you beat someone in card game combat, you can force them to grant you one of the following additional benefits, alongside the existing conditions for winning:

- ★ Answer a single question to the best of their knowledge
- ★ Publicly acknowledge your superiority
- ★ Fulfil a simple request that doesn't put them in danger

Arrogant Advantage

When you show someone how you're better better than them, you can Convey Your Ideals, rolling with +Skill instead of +Friendship.

Subordinates

You have a group of followers. These followers may be fans of yours, employees, bodyguards, or something else appropriate. Your followers are always close at hand when needed. Select one option to describe them:

- They are numerous. They have the talent and knowledge to aid you, so long as you meet their demands
- They are dedicated. They won't ask anything of you in return for their work, so long as they aren't put in danger
- They are physically strong. They will help in dangerous situations and protect you, if you meet their demands

Elegant Egotist

You can always ignore baggage when making rolls to prove you're better than someone who has defeated, overcome, or embarrassed you in the past.

My Second Ace

Once per card game, when you have a card with {Ace} on the field or you played a card with {Ace} this turn, you may discard a card from your hand to play an additional copy of that {Ace} as your card per turn.

Combat Tension Questions

- Have you lost at least half your life in this card game?
- Has your opponent used your baggage to gain an advantage over you?
- Has something or someone you care about more than yourself been put at risk?

Staples

Flame of Knowledge	Revoke Name	Pecked by Eagles		
Search your deck for a card with {Ace}. Add it to your hand.	Target warrior or item an opponent controls loses its effects until the end of turn.	Deal 1 damage to target competitor.		

Add two staples from the generic staples list. Rename all staples.

Cards in my Deck

You can add any of the cards in your deck here so you can reference them even while your in the middle of card game combat. Otherwise feel free to use this space for notes or ideas.

Chained Titan - Prometheus	Truename Speaker	Curse Speaker	Unchaining Key
Warrior / {Strong} {Ace} {Overwhelm} At the beginning of your turn, lose 1 life. When Prometheus is destroyed, return it to your hand.	Warrior / {Normal} When this is played, if you control Prometheus, gain 3 life.	Warrior / {Normal} When this is played, if you control Prometheus, destroy target warrior or item.	Item / {Normal} As long as you control Prometheus, once per turn, draw a card. Also, Prometheus can attack twice each turn.

Acolyte of Prometheus	Final Word Speaker	Ship of Theseus
Warrior / {Normal} {Overwhelm} This warrior counts as "Prometheus" while on the field.	Warrior / {Normal} Gain 1 life. While Prometheus is on the field, that card has {Inconspicuous}.	Invocation Discard your hand. Draw that many cards. {Followup}

Example Custom Cards

You can use these cards when you're asked to Create a Card.

Acolyte of Prometheus	Final Word Speaker	Ship of Theseus
Warrior / {Normal} {Overwhelm} This warrior counts as "Prometheus" while on the field.	Warrior / {Normal} Gain 1 life. While Prometheus is on the field, that card has {Inconspicuous}.	Invocation Discard your hand. Draw that many cards. {Followup}

Otherwise, you can use the Volatile or Custom Card Creation rules from the quick-play kit.

Main Deck - Conrad Martin

**Chained Titan - Prometheus**  
Warrior | {Strong} | {Ace}

(Draw here if you like.)

**{Overwhelm}** (This card always wins clashes.)  
At the beginning of your turn, lose 1 life.  
When Prometheus is destroyed, return it to your hand.

**Truename Speaker**  
Warrior | {Normal}

(Draw here if you like.)

When this is played, if you control Prometheus, gain 3 life.

**Curse Speaker**  
Warrior | {Normal}

(Draw here if you like.)

When this is played, if you control Prometheus, destroy target warrior or item.

**Unchaining Key**  
Invocation

(Draw here if you like.)

As long as you control Prometheus, once per turn, draw a card. Also, Prometheus can attack twice each turn.

Custom Cards - Conrad Martin

**Acolyte of Prometheus**  
Warrior | {Normal}

(Draw here if you like.)

**{Overwhelm}** (This card always wins clashes.)  
This warrior counts as "Prometheus" while on the field.

**Final Word Speaker**  
Warrior | {Normal}

(Draw here if you like.)

Gain 1 life.  
While Prometheus is on the field, that card has **{Inconspicuous}**. (Cards with *inconspicuous* can't be targeted for attacks unless it is the only possible target.)

**Ship of Theseus**  
Invocation

(Draw here if you like.)

Discard your hand. Draw that many cards.  
**{Followup}**. (You can play an additional card after this one.)

**Name:**  
Type:

(Draw here if you like.)

What the Card Does:

Card Backs



The Prodigy  
Conrad Martin



The Prodigy  
Conrad Martin



The Prodigy  
Conrad Martin



The Prodigy  
Conrad Martin

Card Backs



The Prodigy  
Conrad Martin



The Prodigy  
Conrad Martin

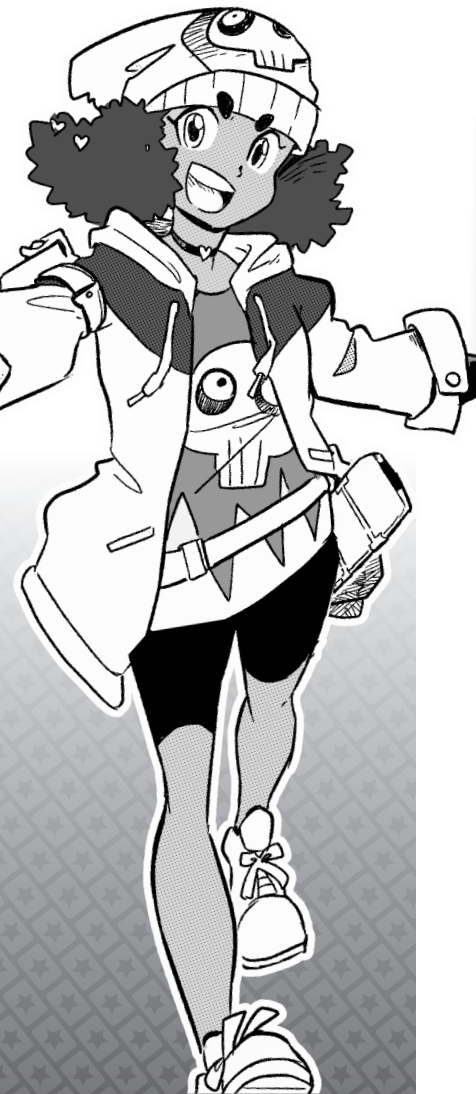


The Prodigy  
Conrad Martin



The Prodigy  
Conrad Martin





## The Glowing Premade

My name is Agathe Stamatis, but most people just call me Aggie! I'm a popular streamer and influencer known as "AggieWins" online. I'm going to Shuffle City University to study video production.

My goal is to find my sister Lisandra Stamatis. She raised me after our parents' death and then went missing 3 years ago. She has to be out there somewhere and I think my friends and fame might be able to help find her...

Passion	Skill	Friendship
-1	1	X 3

Select one stat and increase its value by one.

Name: Agathe Stamatis (Nickname: Aggie)

Pronouns: She/Her or They/Them

### Look

Hair: Eccentric, Accessorised, Subcultural,

Clothes: Transgressive, Branded, Over Complex,

Game Tools: Expressive, Odd, Highly customised,

Other: The skull on my shirt and hat are my icon online and I've had these custom made for my streams.

Experience: ☐ ☐ ☐

Once each box has been ticked, advance.

### Major Advancement:

Once you have selected three advancements, you may also select these options upon advancing instead:

- ★ Take an ability from your Playbook ☐
- ★ Take an ability from another Playbook ☐
- ★ Add a new staple to your Staple List ☐
- ★ Create a new {Ace} card (You may now gain the benefits of the Play your {Ace} card move twice per game) ☐
- ★ Complete your character's final goal. Retire your character. ☐

### Advancement:

When you advance, take one of these options:

- ★ Take an ability from your Playbook ☐
- ★ Take an ability from another Playbook ☐
- ★ Add a new staple to your Staple List ☐
- ★ Increase one of your stats by one ☐

Tick the box of the option you picked. You cannot take an option with all boxes ticked.

## Create Your Deck

### Deck Archetype: Spirit Samurai

(Suggestions: Idols of The World UNITE!, Partners In Crime, Shining Angels)

### Select one reason this deck is important to you:

- ★ A friend or sibling you haven't seen in a long time helped you make this deck
- ★ You found it in a moment of need, and it helped you get through a hard time
- ★ It represents your connection to others, or to something people often neglect
- ★ \_\_\_\_\_

### Describe your deck's gimmick: Advantages from winning Clashes

(Suggestions: Advantages from winning clashes, Dice roll randomisation with big payoffs on a "6", Drawing cards and gaining advantages from drawing)

Create four cards for your deck. One of these cards is your {Ace}. Describe why your Ace is important to you in particular:

It used to be my sister's favourite card before she disappeared

## Answer One Question for Each Section

### Your Struggles:

- ★ Someone is following you. Who are they, and why haven't they revealed themselves to you?
- ★ Someone close to you joined the wrong crowd: what crowd, and why are they important to you?
- ★ A group of people disrespect and bully you. What do you do?

I'm not aware of it yet, but my sister joined an underground organisation called "NETDECK." She raised me ever since our parents died, but she disappeared as part of joining the group.

### Your Friends:

- ★ Another player helped you at your lowest: what was this moment? Ask them how they helped.
- ★ You and another player met through someone. Who? Ask them why that someone is now gone.
- ★ Another player is a fan of yours: what did you do to get famous? Ask them why they like you.

The CEO of Mainphase Technologies, Conrad Martin is a big fan of mine; Sponsorships from his company helped me succeed in streaming. (Ask them why they like me and to take baggage)

### Baggage

I need to find my sister ☐

Relying on MT Sponsorships ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

Fill in ☐ if the baggage is serious.

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

\_\_\_\_\_ ☐

Abilities

Select three abilities from the list here:

☒ Celebrated Expertise *Aggie Wins*

You have a particular expertise that helps you stand out in the world and acts as the lens for how you connect with people. Select one:

*Fashion, Singing, Streaming, Acting, Magic Tricks, Robotics,*

When you would *Brandish Your Skills* in a way related to this expertise, you may always treat the roll as if you rolled 10. Explain how you use your skill in a flashy and powerful way to solve your problem. After using this, you cannot do this again until you complete a battle.

☐ Gift Card

Before any other player starts a Card Game, you may share with them a card from your deck, and add it to their deck. Before you start a card game, other players can share a card with you. Start with that card on the top of your deck. All cards are returned to their owners' decks after the game.

☐ My Friends are my Power

When you *Begin Card Game Combat* you start with an additional Advantage for each player that has baggage related to the combat.

☒ Hopeful Companion

So long as you're together with a friend, when you *Enter a Dangerous Situation*, you can roll with +Friendship instead of +Passion.

☐ Social Butterfly

When you *meet someone new*, you may decide you already know them. Roll+Friendship. Apply any baggage related penalties.

On a 10+, you've been friends for a long time. Describe something you know about them.

On a 7-9, you've met before. The Judge will describe something you know about them.

On a 6 or less, you have a bad history with them. The Judge will describe how. Gain baggage.

☒ Helping Hand

When another player uses *Overcome Your Weakness* and is able to remove baggage because you believed in them and helped them, you gain a non-serious benefit of your choice.

☐ Guardian Angel

Someone is out to protect you; whether it's a shady society, an old friend, or something more mysterious. Whenever you *get into trouble*, you can roll+Friendship. Apply any baggage related penalties.

On a 10+, they come to help and grant you a new opportunity.

On a 7-9, they come to help, but they'll be unable to help you again until you next complete a battle.

On a 6 or less, they come to help, but instead make the situation more difficult. Gain baggage.

Combat Tension Questions

- ☐ Have you lost at least half your life in this card game?
- ☐ Has your opponent used your baggage to gain an advantage over you?
- ☐ Has something or someone you care about more than yourself been put at risk?

Staples

<i>Spirit Kosho</i>	<i>Prepare for Battle</i>	<i>Tactical Forte</i>		
Create a {Normal} warrior with your choice of {Blocker}, {Teamwork} or {Sniper} 1.	Draw two cards, then discard two cards	Target warrior can attack twice this turn		

Add two staples from the generic staples list. Rename all staples.

Cards in my Deck

You can add any of the cards in your deck here so you can reference them even while your in the middle of card game combat. Otherwise feel free to use this space for notes or ideas.

<i>Spirit Samurai Masamare</i>	<i>Spirit Samurai Mubanshee</i>	<i>Spirit Samurai Hideyokai</i>	<i>Crossroads Killing</i>
Warrior / {Normal} {Ace}  Masamare may always roll to Decide the Outcome of a Clash, even against cards it couldn't otherwise.  Whenever a Spirit Samurai wins a clash, draw a card.	Warrior / {Strong} {Piercer} 2  Spirit Samurai Mubanshee can't attack the opponent directly.	Warrior / {Normal}  When this is played, draw a card.	Invocation  Target warrior battles another target warrior.  (If they would roll to clash, they are both destroyed instead. You may choose two opposing warriors with this effect.)

### Example Custom Cards

You can use these cards when you're asked to Create a Card.

#### *Armour of the Spirit Samurai*

Item / {Normal}

Choose a warrior you control; it is {Strengthened} and gains {Blocker} while you control this item.

#### *Spirit Samurai Hanzu*

Warrior / {Normal}

When Hanzu wins a clash, destroy another warrior the opponent controls

#### *Cursed Blade Muramasa*

Item / {Strong}

Each turn, target warrior you control can always choose to Decide the Outcome of a Clash, even against cards it couldn't otherwise.

Otherwise, you can use the Volatile or Custom Card Creation rules from the quick-play kit.

Premade Character: Agathe Stamatis

## Main Deck - Agathe Stamatis

**Spirit Samurai  
Masamare**

Warrior | {Normal} | {Ace}

(Draw here if you like.)

Masamare may always roll to Decide the Outcome of a Clash, even against cards it couldn't otherwise.

Whenever a Spirit Samurai wins a clash, draw a card.

**Spirit Samurai  
Mubanshee**

Warrior | {Strong}

(Draw here if you like.)

**{Piercer} 2** (When this card defeats another card in battle, it deals damage to that cards controller equal to the the piercer value.)

Spirit Samurai Mubanshee can't attack the opponent directly.

**Spirit Samurai  
Hideyokai**

Warrior | {Normal}

(Draw here if you like.)

When this is played, draw a card.

**Crossroads Killing**

Invocation

(Draw here if you like.)

Target warrior battles another target warrior. (If they would roll to clash, they are both destroyed instead. You may choose two opposing warriors with this effect.)

## Custom Cards - Agathe Stamatis

**Armour of the  
Spirit Samurai**

Item | {Normal}

(Draw here if you like.)

Choose a warrior you control; it is **{Strengthened}** (When a card is strengthened, {Weak} cards become {Normal}; {Normal} cards become {Strong}; {Strong} cards gain {Overwhelm};) and gains **{Blocker}** while you control this item. (Cards with blocker can intercept attacks on other cards.)

**Spirit Samurai Hanztu**

Warrior | {Normal}

(Draw here if you like.)

When Hanztu wins a clash, destroy another warrior the opponent controls.

**Cursed Blade Muramasa**

Item | {Strong}

(Draw here if you like.)

Each turn, target warrior you control can always choose to Decide the Outcome of a Clash, even against cards it couldn't otherwise.

**Name:**

Type:

(Draw here if you like.)

What the Card Does:

Card Backs



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis

Card Backs



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis



The Glowing  
Agathe Stamatis

# General Moves

## Enter a Dangerous Situation

When you **do something reckless or are forced into a dangerous situation**, state your objective, and roll+Passion. Apply any baggage-related penalties.

On a 10+, you succeed without creating any issues for yourself, protecting yourself and attaining your goal in the process.

On a 7-9, you succeed, but at a cost. Select one complication from the list below:

- ★ *You're hurt or forced to sacrifice something along the way. Describe how this happens and why it matters in the here and now*
- ★ *You only delay the problem, letting it become worse in the future*
- ★ *You create a new immediate problem in the process*

On a 6 or less, you fail and suffer for it; gain baggage.

## Reveal a New Possibility

When you **help someone overcome an issue they couldn't complete themselves**, describe how you help them, and roll+Passion. Apply any baggage-related penalties.

On a 10+, you reveal a new opportunity to them. Describe this possibility you create, and how it aids them.

On a 7-9, you still reveal a new opportunity to them, however, the Judge describes what this possibility is instead.

On a 6 or less, your plan fumbles and gets in the way; gain baggage.

## Take a Moment to Recuperate

When you take a prolonged rest away from any danger or strife, each player may choose one option from the following list to describe how they spend their time.

- ★ Define a new baggage. Describe what has changed to make this relevant.
- ★ Create a new card and add it to your deck. If you make a new {Ace}, remove a card with {Ace} from your deck.
- ★ Remove a card from your deck. This can not be your {Ace}.
- ★ Replace a staple in your staples list with another from the generic staples list.

Additionally, each player should take a chance to check their baggage and see if any are no longer relevant. If they have been resolved, remove it and gain experience. (This is not possible for serious baggage.)

Then, the Judge may describe in what way an enemy's plans or another potentially troublesome part of the world has progressed in the meantime, without the players' intervention.

## Brandish Your Skills

When you **use your expertise in difficult circumstances**, describe how you make use of your expertise, and roll+Skill. Apply any baggage-related penalties.

On a 10+, your skills pull through; you succeed proficiently and without issue.

On a 7-9, problems arise; select one complication from the list below.

- ★ *Things don't work out the way that you intended; describe how*
- ★ *You only delay the problem, letting it become worse in the future*
- ★ *You create a new immediate problem in the process*

On a 6 or less, you fumble your attempt and make things harder in the process; gain baggage.

## Investigate Your Surroundings

When you **investigate an area or an ongoing situation**, describe what you do to uncover this information and roll+Skill. Apply any baggage-related penalties.

On a 10+, ask two questions from the list below. The Judge answers truthfully.

On a 7-9, only ask one question.

- ★ *What don't I understand about \_\_\_\_?*
- ★ *What happened at \_\_\_\_?*
- ★ *What could we do to stop \_\_\_\_?*
- ★ *Why is \_\_\_\_ happening?*

On a 6 or less, you make a mistake in your investigation; gain baggage.

## Convey Your Ideals

When you **attempt to convince someone to act against their own ideals or desires**, state your convictions, then roll+Friendship. Apply any baggage-related penalties.

On a 10+, you've successfully made them listen to your words. Select only one complication from the list below.

On a 7-9, you can still convince them, but select two complications instead.

- ★ *You must first show them the value of your convictions in a card game*
- ★ *You need to help them with something before they can do what you ask*
- ★ *While they may be willing to do as you ask, they interpret it in their own manner; the Judge will describe how*
- ★ *They ask you to make a compromise for them to agree with you*
- ★ *They need time; they won't help you just yet, but will in the future*

On a 6 or less, they don't care or don't trust you; gain baggage.

## Understand Someone's True Feelings

When you **empathise with someone to understand their situation and feelings**, describe what you do to uncover this information and roll+Friendship. Apply any baggage-related penalties.

On a 10+, ask two questions from the list below. The Judge answers truthfully.

On a 7-9, only ask only one question.

- ★ *What do you desire most at this moment?*
- ★ *What is similar about you and me?*
- ★ *What can we do to help you?*
- ★ *What reason do you have to do what you're doing?*

On a 6 or less, you misunderstand in some way; gain baggage.

## Overcome Your Weakness

When you **attempt to overcome your weakness so you can push past your own limitations**, choose an appropriate baggage from your sheet. Check whether the baggage has fulfilled any of the following conditions:

- ☐ I am facing the source of my baggage head-on
- ☐ Overcoming this baggage is necessary to help someone or something dear to me
- ☐ Someone close to me has put effort into believing in me and helping me overcome this baggage.

So long as you have fulfilled one condition for normal baggage, or all three conditions for serious baggage, describe what you do to overcome it; additionally, for serious baggage, describe how this marks a permanent change for your character.

Then, choose one of the following benefits. If you resolve serious baggage, gain the serious benefit instead.

★ **Use your newfound strength to overcome the immediate threat.** Gain +1 to the next roll you make.

**Serious:** *Instead, define a threat. Gain +1 to all your rolls until the threat is resolved. This lasts as long as you are actively confronting the threat.*

★ **Confront someone or something otherwise difficult or high-impossible to face.** The Judge defines how this becomes possible, and the conditions of the confrontation.

**Serious:** *You may instead create the perfect conditions to confront your target. Describe what these conditions are and the benefits of succeeding in your confrontation.*

★ **Get what you want out of the situation:** Declare something that your character wants to avert or avoid coming to pass. Note that doing so needs to be possible within the bounds of the fiction, without clashing with characters' traits or motivations. The chosen situation can no longer happen; the Judge describes how.

**Serious:** *Instead, declare something your character wants to happen that is possible in the situation. It happens; the Judge describes how.*

In addition to the benefit you chose, remove the baggage from your character sheet and mark experience. If you resolve serious baggage, instead immediately level up (do not remove any experience marks).



# Card Combat General Moves

## Begin Card Game Combat

When you *initiate card game combat* with one or more opponents, first define the stakes of the battle for each player; then, check each player's list of baggage. For each relevant baggage for this battle, that player gains 1 Advantage.

Finally, decide on whether the fight is a *Filler*, *Significant*, or *Finale* fight, and decide the order of competitors' turns. The first competitor then begins their turn.

Remember that warriors cannot attack if it is the first turn of the game, and that players do not draw a card if it is the first turn of the game.

	Life	Cards	Resp.	Lash.	Backup.
Filler	2	1	1	1	0
Signific.	3	2	2	1	1
Finale	4	3	3	2	1

## Decide the Outcome of a Clash

When *two cards of equal strength battle each other*, take a moment to describe what their clash looks like. Roll+your Tension.

- On a 10+, your card wins the clash.
- On a 7-9, both cards are of equal strength and neither wins over the other. Decide whether they both win the clash, or if neither do.
- On a 6 or less, your opponent's card wins the clash.

When a warrior wins the clash, the opposing card is destroyed. When an item wins the clash, it can't be destroyed in this clash.

Players can spend 1 Advantage to raise the result of this roll from 6 or less to 7-9, or from 7-9 to 10+.

## Reflect After Card Game Combat

When you *finish card game combat*, each player involved in the battle marks experience. Then, each player (*whether involved or not*) should check their baggage list.

If any baggage has been resolved or is otherwise no longer relevant, remove it from the list and mark experience. (*This is not possible for serious baggage.*)

## Risk Everything to Win

When it *looks like you may lose and you put everything on the line to win the battle*, do one of the following and roll+your Tension.

- ★ *Reveal a truth about yourself or the world certain to make your life harder in the future.*
- ★ *Destroy or lose something precious to you that will be difficult, or potentially even impossible, to retrieve or mend.*
- ★ *Create an obstacle by your own hands that will make it difficult to complete your character's goals.*
- ★ *Put yourself in real danger; defining real and permanent changes to your body, freedom, or personhood.*

- On a 10+, gain baggage and gain 2 Advantage.
- On a 7-9, gain baggage and gain 1 Advantage instead.
- On a 6 or less, just gain baggage.

## Play your {Ace} Card

When you're *behind in a game and play a card with the {Ace} keyword*, describe how this card makes you feel reassured in yourself. Gain 1 Advantage. You can only gain this benefit once per card game.

## Take Control of the Game

At any point during card combat, you can spend 1 Advantage to do one of the following actions:

- ★ Draw 1 additional card at the beginning of your turn.
- ★ Place a card of your choice from your deck at the top of your deck.
- ★ Stay at 1 life when you would have lost your last life (*you may Risk Everything to Win in response to losing your last life*).

## Draw the Perfect Card

When you *would draw a card*, you can choose to spend 1 Advantage instead. If you do, Create a Card and add it to your hand instead of drawing. This card is added to your deck after the battle, and remains part of it unless removed by other means (such as by the Take a Moment to Recuperate move).

So long as you have a card with {Ace} in your deck or graveyard, you can spend 2 Advantage to create a new {Ace} instead. When you do this, remove a card with {Ace} from your deck or graveyard and create a new {Ace}, adding it to your hand. Then, create a new non-{Ace} card and shuffle it into your deck.

## Counter your Opponent's Play

When an *opponent's card uses a game action or activates an effect*, spend 1 Advantage and describe how you attempt to counter the effect. Roll+your Tension.

- On a 7+, you counter the effect or game action.
- On a 6 or less, you fail to counter the effect. You cannot attempt to counter the same effect a second time.

# Turn Actions

These are the actions you can perform during your turn during a card game:

## Draw a card

*Take the top card of your deck and add it to your hand. If there are no cards in your deck, you can pay 1 life to shuffle your graveyard into your deck.*

## Play a Card from your Hand

You can play a single card from your hand onto the field. You can do this once per turn. Alternatively you can choose to discard a card to play an additional staple this turn.

## Play a Staple or Invocation

You can use a single staple from your staple list. You can not use the same staple you used last time you used a staple. If you have an invocation in your hand, you can play that from your hand instead.

## Attack with Warriors

*Each warrior you control can attack. If the opponent has no warriors, then you can attack directly, otherwise you must attack a warrior or item the opponent controls.*

*If the card you attacked has less strength then the card you attacked with, it is destroyed. If it has more, your card is destroyed. Otherwise, Decide the Outcome of a Clash.*

*If you've attached directly, deal damage to the opponent depending on the warriors strength.*

- ★ {Normal} warriors deal 1 life worth of damage.
- ★ {Strong} warriors deal 2 life worth of damage.
- ★ {Weak} warriors do not damage players' life.

Some cards may give you additional actions that you can perform during your turn.

## Protect Against A Response

When *your opponent uses a response move*, roll+your Tension.

- On a 10+, you counter the response, allowing you to continue as you planned.
- On a 7-9, you can choose to spend 1 Advantage to counter the response.
- On a 6 or less, their response goes through successfully.

# Keywords

**{Overwork}** - *If a staple has overwork you can't use a staple next turn. If a card has overwork you can't play a card next turn.*

**{Strengthen}** - *When a card is strengthened, {Weak} cards become {Normal}. {Normal} cards become {Strong}. {Strong} cards gain {Overwhelm}.*

**{Overwhelm}** - *This card always wins the clash when it would Decide the Outcome of a Clash.*

**{Underwhelm}** - *This card always loses the clash when it would Decide the Outcome of a Clash.*

**{Piercer}** - *When this card defeats another card in battle, it deals damage to that cards controller equal to the the piercer value.*

**{Sniper}** - *When this card deals direct damage to the opponent, it deals damage to that player equal to the the sniper value.*

**{Teamwork}** - *Cards with teamwork can pair up with each other and up to one card without teamwork to combine their strength totals. (for example: two {weak} warriors can act as a {normal} warrior and two {normal} warriors can act as a {strong} warrior)*

**{Blocker}** - *Cards with blocker can intercept attacks on other cards.*

**{Inconspicuous}** - *Cards with inconspicuous can't be targeted for attacks unless it is the only possible target.*

**{Followup}** - *You can play an additional card after this one.*

**{Fumble}** - *Describe an action you don't want the opponent to take. You can counter that action for free until the start of your next turn.*

**{Pressure}** - *For each instance of pressure, roll as if you had +1 to combat tension while this is on the field.*



Enemy Deck Tokens

{Strong} Warrior



{Normal} Warrior



{Normal} Warrior



{Weak} Warrior



Use These to Represent Enemy Cards

{Strong} Warrior



{Normal} Warrior



{Weak} Warrior



{Weak} Warrior



Enemy Deck Tokens

{Weak} Item



{Normal} Item



{Normal} Item



{Strong} Item



Use These to Represent Enemy Cards

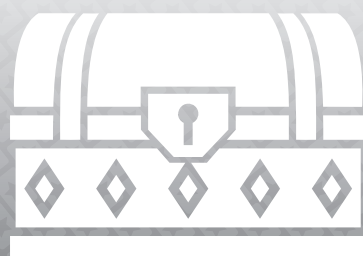
{Weak} Item



{Weak} Item



{Normal} Item



{Strong} Item

