|  |  |  |  |
| --- | --- | --- | --- |
| Graveyard  When you die, you lose 1 random card to Graveyard (retrieved when you level) | Exhaust  Exhausted cards are returned after a day’s rest | Discard  Discarded cards are returned with non-card actions, or specific card actions | Active  Only 1 active card can be in play, playing a new active card replaces the existing active card |
| Deck  Cards not in combat go here | *Combat Reference Rules*  Whichever group initiates combat, goes first, together  Combat starts with drawing 7 cards from your deck  A turn consists of 2 card actions, a top and a bottom  A non-card action may take the place of either or both card actions  These non-card actions grant 15 ft. of movement, and can include one of these:   * return a card from discard * use a consumable * interact with world (push a boulder, lock a door, pick up a weapon) | An attack value is the combination of all attack dice from equipped weapons that are in range.  A defense value is the combination of all defense dice from equipped weapons.  When an attack value is greater than the defense value, the difference is the damage dealt  An influence value is opposed by the opponents own influence value  Weapons dictate their own ranges, cards that use influence have a range of 60 ft.  The enemy gains an overstep attack when moving into our out of close range | Notes |