CARD DND RULES

**FLOW OF A ROUND**

At the start of a *Round*, draw 3 cards and discard down to your hand limit if you have more cards than your hand limit allows.

Then, creatures take *Actions* or *Pass* initiative order until every creature has passed, at which point the "round" comes to an end, and a new one begins.

*Pass*: Creatures who *Pass* may not take more actions for the rest of the round.

*Actions* will almost always be to either play a card or discard it to perform one of the following *General Actions*.

**GENERAL ACTIONS**

Move up to your movement speed (or stand up from prone)

Take no action this turn, but you are still able to take actions this round.

Make a *Wisdom Saving Draw 4* to stabilize an adjacent knocked out ally.

Take a miscellaneous action.

**MECHANICS**

*Action*: something your character does, such as moving, attacking, or casting a spell. "Actions" essentially take your entire turn to complete--typically about 6 seconds.

*Attack of opportunity*: Once per round, when a creature leaves your effective range, you may instantly play any damage-inflicting card in your hand that targets only that creature.

*Injury:* A detrimental card that is removed from your deck after a long rest.

*Long Rest:* An 8-hour period of rest in which a character sleeps. The character can still benefit from a long rest if they performed a maximum of 2 hours of light activity, such as standing watch. After a long rest, *Exhausted* cards are returned to their deck, *Injury* cards are removed from their deck, and then they may rearrange their deck using cards from their collection however they like, assuming the deck is within the character’s deck size limit. This deck rearrangement is called “preparing.”

*Short Rest:* A 1-hour period of rest during which a character can either regain half of their hit points, remove up to three injuries from their deck, or regain up to three exhausted cards and put them back in your deck or collection (whichever location you used it from).

*Reaction*: can be played from the hand instantly in response to another action. Generally, the reaction card's effect will take place immediately before the action that was reacted to.

*Round*: A "round" consists of each character involved in the combat taking actions in sequential order until each of them has passed.

*Draws*: If a target must make a saving draw, they reveal X cards from the top of their deck, where X is the difficulty of the saving throw. If any of the revealed card(s) have the correct attribute (STR, DEX, etc.) listed, the target succeeds the saving draw. Either way, the target shuffles the card(s) back into their deck. If the target is supposed to reveal more cards from their deck than there are cards left in their deck, they must shuffle their discard pile and reveal the remaining cards from their discard pile.

For Example:

Jerrod the Monk is to make a *DEX Saving Draw 4*, but he only has 3 cards left in his draw pile. He reveals all 3 cards in his draw pile. Then, keeping those cards revealed, he shuffles his discard pile. He reveals 1 card randomly from his shuffled discard pile. He checks the 4 revealed cards. He sees that one of them has the DEX attribute marking, and he has thus succeeded the Saving Draw. He then shuffles his first 3 revealed cards and returns them to the deck, and puts his 4th revealed card back into the discard pile where he got it from.

*Advantage/Disadvantage*: If a character must make a Draw with disadvantage, they get to reveal one less card in their attempt. With advantage, they may reveal one additional card.

*Draw* DC rough conversion from 5e:

DC 10 -> Saving Draw 4

DC 15 -> Saving Draw 2

DC 20 -> Saving Draw 1

*Death Draws*: If a creature reaches 0 hp, they are knocked out, and shuffle all cards in play, in their hand, and in their discard back into their deck. When it is their turn to take an action, they choose two cards from their deck with different names, turn them face down and shuffle them. They declare a card name and flip one of the cards. If the flipped card's name is the same as the declared name, the creature succeeds a *Death Draw*. Otherwise, they fail. If the creature reaches 3 failures, they die. If they reach 3 successes, they are stabilized. A creature that is damaged at 0 hp gains one *Death Draw* failure. A stabilized creature with 0 hp that takes damage must start the Death Draw process over again on their turn, but they begin with 1 failure (from taking damage at 0 hp).

*Spells:* Spells have different mechanics depending on the class’ spellcasting ability, but it general, they represent an arcane or divine ritual performed by a character to cause some sort of magical effect to occur.

*Ritual Spells:* Ritual spells cannot be added to your deck, but rather can only be cast out of combat. They typically have a long casting time, and potentially have a material or gold cost.

**KEYWORDS**

*Exhausted:* Removed from your deck until a long rest

*If Able*: An action followed by *"If Able"* must be performed if the conditions to perform the action are met. However, the card may still be played if it's impossible to perform the action--in that case, the action will simply not be performed.

*Inflict*: Add to the target's discard pile.

*Negate*: Stop the effect from occurring if it is on the stack.

*Pacify*: Convince the target that you and your companions mean it no harm. The target cannot attack you or your companions. This effect lasts 24 hours and ends early if you or a companion harms the target or its allies.

*Persistent:* Lasts until the end of combat.

*Prevent:* Like *Negate*, except *Prevent* lowers a numeric value instead of completely negating an effect.

*Simple:* Do not exhaust this card when it is cast out of combat.

*Unreactable*: No reactions may be made before this card's effect has applied, or in response to its effect.

*Useless*: Cannot be discarded, except at the end of the round, at which point it **must** be discarded. Cannot even be discarded if you are over your hand limit.

**STATUSES**

“Reduce”: reducing a status means to lower its associated value by a given amount.

*Blindness:* You cannot take any actions that require sight.

*Damage Reduction X:* You take **X** less damage from all sources. If you gain this status twice, you keep only the higher-valued status. For example, if you have *Damage Reduction 1* and gain *Damage Reduction 2,* you do not have *Damage Reduction 3,* you have *Damage Reduction 2.*

*Rooted*: All parts of the creature that were touching the ground are stuck there. They may use a general action to make a *STR Saving Draw 2* to remove this status.

*On Fire X*: Take **X** damage at the start of each round. An afflicted creature may spend a general action to make a *DEX Saving Draw 2* to attempt to remove this status. Outside of combat, you may spend 30 seconds to remove this status by rolling on the ground.

*Poison X*: Lower your CON score by **X**. For every point your *modifier* decreases, decrease your current HP and Max HP by your character’s level. These effects go away after a long rest.

Combat Statuses: These statuses disappear at the end of combat.

*Frostbite X:* Take **X** damage at the start of each round.

*Thorns X:* Whenever you are the target of a damaging card, the source of the damage takes **X** damage.

*Regenerate X:* Gain **X** health at the start of each round.

*Slow X:* Your movement speed is reduced by **X** feet.

*Spell Weakness X:* Take **X** additional damage from spells.

*Ward X:* Nullify the next **X** instances of incoming damage.

**STATS**

Focus: Affects deck size limit (below). Calculated by summing the modifiers of your three mind stats (INT, WIS, CHA). *Only include positive modifiers in this calculation.*

Hand Size: The maximum number of cards allowed in your hand at one time. Calculated as 4 + DEX. Cannot go below 3.

Deck Size Limit: A Deck must be at least (20 – Focus) cards, and no more than (20 + Focus) cards.

Initiative: Directly determines turn order. There is no roll!

**PROGRESSION**

The DM will dole out experience points for completing adventures, quests, encounters, puzzles and for any other accomplishments they feel your character deserves them for! You can save experience points to level up, or to “buy” cards.

Leveling up costs (current level \* 1000) XP. It usually comes with a fancy new class feature or two, but not always. It also gives you hit points according to your class document.

It costs (card level ^ 2 \* 100) XP to get a random card of that level from your class. The highest level card you can buy is given by (character level / 2), rounded ***up.*** You can buy a *specific* card from your class if your character has seen it used for 3 times its normal cost, and 1.5 times its normal cost if your character has an ally train them in the ability for a number of days equal to the card’s level.

Magical items and such can be found along your journey which can have incredible, character-altering effects (or not-so incredible and character-altering effects). Some of these items will add cards to your collection. For example, a wizard might learn a new spell by copying it from another wizard’s scroll or spellbook.

**CASTING SPELLS OUT OF COMBAT**

If you have spellcasting ability, you can cast spells outside of combat, even if they are not in your deck! Any spell from your deck or collection may be cast outside of combat by exhausting all copies of it until your next long rest. Even if the spell does not have *Exhaust*, it still must be exhausted to be cast outside of combat.