

Expedition: Beyond, Solo RPG Card Game

version: 1.4

This System

The core rules encompass creating characters as well as playing cards and refreshing exhausted cards. Adventure rules can vary in execution, but rely on the system laid out here.

Gameplay Overview

In this game, you will create characters to send out on quests to gain treasure, items and experience to upgrade the characters.

Concepts

Character Card

This represents a single character and can be built up over multiple adventures. The Expedition:Beyond system focuses on having an extendable campaign system in the form of Encounter decks as well as game books.

Play Cards

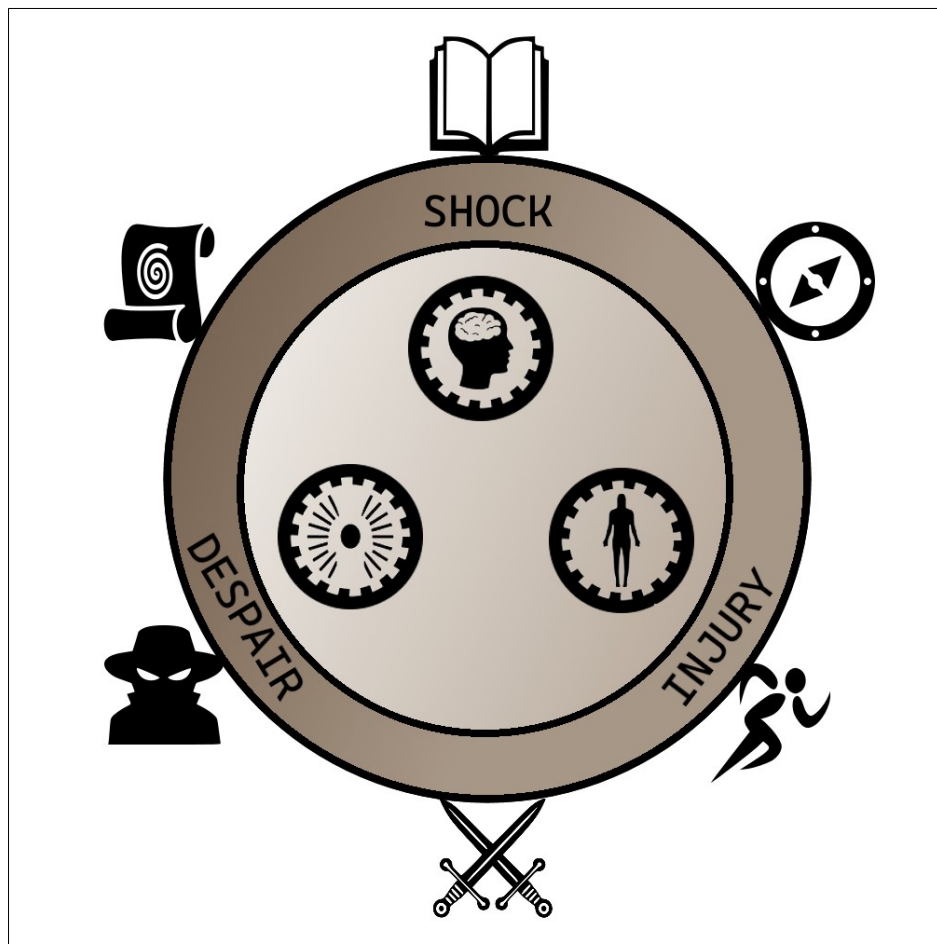
The Play Cards define the characters and their abilities as well as mundane and extraordinary items. Some Play Cards are transient, gained and used during a quest, while others are what defines the character.

Core Game Mechanic

The core mechanic in this system is making plays with cards to counter the threats of an encounter. The exact method of how those threats are delivered are based on the framework being used.

Glyphs

These represent the core skills of the characters and the requirements for defeating Threats. There are six Glyphs: Action, Cunning, Fight, Lore, Magic, Navigate.



1.0 The Character Card

Character Level

Character level is used to determine the general experience and power of a character. A higher level character will have stronger attributes, hand size or abilities. Some adventures restrict or suggest certain character levels. Character level is also used to determine how many gem Aspects a character can have. A character may have one gem Aspect per level.

Attributes

Body

Measures the amount of physical harm this character can withstand. Body also determines how many exhausted Play Cards bearing the *body* icon this character can refresh.

The Peril *Injured* is damage to the body or extreme fatigue.

Mind

Represents willpower, knowledge and determines the amount of mental anguish the character can tolerate, with the *Shocked* Peril. The mind attribute is used to refresh play cards with *mind* icon.

Spirit

The spiritual force and emotional robustness is determined by spirit. Spirit is required to refresh play cards with *spirit* icon. Damage to the spirit is represented by the *Despair* Peril.

Hand Size

This number represents the number of Aspect Play Cards (marked with a sun) to select when making this character. Hand size is only applicable when creating a character.

Token Limits

Each character can "hold" a certain number of tokens, these are listed in the center of the card, just above the character's name. If the token representation shows a star, that means any type of token can be held (also referred to as a utility slot). If it bears a Glyph (action, cunning, fight, lore, magic, navigate), the token must be of that type. For instance, if a character has a max of two tokens and one



shows a star and one shows a fight Glyph, this character may hold up to two tokens, one of which can only be a fight Glyph.

Trading Tokens

Characters can freely trade tokens at any time. Once characters have begun trading tokens, no other actions can be taken until trading is completed. When trading is completed, all characters must adhere to their specific token limits.

Special Abilities

Some characters have special abilities to allow discounted refresh costs or other situational bonuses. Consult the character card for details.

Levels

Characters gain levels, either by spending wealth and prestige, or as a reward for quests. When a character is leveled up, swap out their character card with the next higher level. Additional abilities and attributes are gained automatically, however, if the Hand Size is increased, additional Play Cards will have to be purchased separately.

2.0 Attribute Cards

These cards are used to track each character's attributes and the state of that attribute: healthy and injured. When a character takes a Despair, Injured or Shocked Peril, one of their attribute cards are flipped over to the damaged side. When creating a character, take as many of each attribute cards as the value shown on the character card.

If a character takes damage, but has no healthy attribute of that type remaining, they are knocked out.



Attribute cards are used to track the health of a character as well as to determine which Play Cards can be refreshed.

Attribute cards do not count towards the character's hand-size. The reverse side of the attribute cards shows the damaged state of that attribute.

3.0 The Play Card

Play Cards represent the way in which the characters interact with the environment and how they deal with their current situation/scenario.

Play Card Types

Aspect - represented by a "sun" icon in the lower right

Token - represented by a "coin" icon in the lower right

Item - represented by a "mallet" icon in the lower right

Archetype - represented by a "ribbon" icon in the lower right



Aspect Play Cards

Aspect cards represent the abilities, skills and characteristics of a character. Aspects are selected during character creation and character improvement.

Aspect Play Cards generally remain with the character. Aspect Play Cards are identified by a sun icon in the lower right. Aspect Cards are limited by hand-size.

Tokens

These are temporary, situational or consumable resources. Tokens can be gained by playing some cards, as rewards for encounters and at the start of an adventure.

Examples include:

- Tonics
- High Morale
- Situational Advantage

Combining Tokens

If an ability allows "combining tokens", this means that two tokens of the same Glyph token can be converted into one token with two Glyphs of that type. Combined tokens cannot be broken into two individual tokens, but they can be used as a single Glyph and flipped to show the side with one Glyph.

Assignment

Tokens are assigned to a specific character unless otherwise noted. A token is a Play Card and will trigger special abilities in the same way as an Aspect Play Card.

Tokens are discarded at the start of the next Home Turn.

Archetypes

These cards further define a character and have multiple Glyphs. A character may only have one Archetype, which does not count towards the character's hand size upon creation.

The Archetype card can be played as a normal Play Card, however it refreshes automatically after completing the current Setting.

Play Card State

In-Hand

This card is ready and available to be played. Abilities that shows the 'In-Hand' icon are also available to be invoked.

Exhausted

This card is not able to be played, but is available to be refreshed.

Played

When a card is activated, it is considered to be Played. Once its abilities and Glyphs have been applied, it becomes exhausted.

****Note****

There is a difference between "playing" a card and exhausting a card. If a rule specifies exhausting a card, it does not apply Glyphs or invoke "when played" effects.

****Note****

Some abilities or effects mention "return to hand". In this case, an exhausted Play Card is returned to "In-Hand" status, but does not invoke any abilities on any cards.

Gem Play Cards

Some Play Cards show a gem in the lower right corner (or an empty socket, which means no gem).

There are multiple types of Gems that can appear on a Play Card. Cards that show a gem (square emerald or round diamond) are limited per character. A character can have one Gem Play Card per character level. A character may only have **one** diamond Play Card, and no other character in the party can have the same diamond Play Card.

Refresh Cost

The lower left of the Play Card shows the refresh cost. These are the attributes that must be available to move the card from exhausted to In-Hand. The total number of cards and their cost must not exceed the character's available attribute points. For instance, _Arcanist_ requires 1 spirit, and _Cunning II_ requires 1 spirit. This means, that to refresh both, a character must have 2 spirit.

Refreshing Exhausted Play Cards

When a character exhausts a Play Card, it becomes temporarily unavailable for future actions until refreshed. Refreshing a Play Card allows a character to regain its usefulness and access its abilities once again.

The number of Play Cards a character can refresh depends on the corresponding attribute values. Mind, Body, and Spirit attributes govern the refreshment allotment for Play Cards associated with the attributes.

A character can refresh Play Cards up to the value of their corresponding attribute. For example, a character with a Mind attribute of 3 can refresh Mind-associated Play Cards with a total refresh cost of 3 or less. Similarly, a character with a Body attribute of 2 can refresh up to two Body-associated Play Cards, and so on.

However, some Play Cards may have multiple attribute refresh costs. In such cases, the character must allocate their attribute values strategically to refresh the desired combination of Play Cards. For instance, if a Play Card has a refresh cost of "Mind 2, Spirit 1," the character must allocate at least 2 points from their Mind attribute and 1 point from their Spirit attribute to refresh that specific Play Card.

On the other hand, certain Play Cards may have no refresh cost. These Play Cards do not require attribute allocation for refreshment and can be refreshed freely without needing any attribute points.

Strategic planning and managing your attribute values effectively are crucial to ensure a steady supply of refreshed Play Cards throughout the game. Consider the attribute costs of each Play Card, allocate your attribute points wisely, and make the most out of your resources to overcome Threats.

Refreshing Play Cards occurs during rests.

Treasure

These represent exceptional items that are magic, reknown, valuable or otherwise out of the ordinary. They have rules value which can be used outside the adventure (such as in the Home Turn).

Examples include:

- Fading Magic Sword
- Wizard Armor
- Flaming Sword
- Sentient Spear

Characters retain treasures between quests unless otherwise stated and are used to perform actions and to fund future quests.

4.0 Character State Example



This character has one Weary Peril, one Injured Peril (one body attribute is turned over), one Despair Peril (one spirit attribute is turned over), 4 exhausted Play Cards, two In-Hand Play Cards, one lore Token and a treasure. Cosa effectively has 1 body, 2 mind and 1 spirit. The character is level one and has one Gem Play Card, Derring Do.

5.0 Character Creation

Characters are created by first selecting a character card, and then picking that character's Aspect Play Cards, up to the character's hand size. Stronger Play Cards typically have a refresh cost, so take that into account when selecting what Aspects the character will have.

Typically an adventure will use 3 characters, so building synergy between characters can help with resolving encounters.

Step 1

Select a character card to represent this character. Each have different attribute values and special abilities. The level of the character should also be considered – a higher level character will have access to more powerful cards and higher attribute values, making them able to take more damage and refresh more Play Cards per rest.

Step 2

Select Aspect Play Cards to define the character's base abilities. Be mindful of the refresh costs of the Aspects and how many attribute points the character has. If a character has 1 point of body, you may freely choose 4 Aspects that have a body refresh cost, but you will only be able to recover one of those Play Cards during a rest.

Step 3

Once you have assigned the Aspect cards equal to the character's hand-size, add one attribute card of each type for each point of attribute. For example, if your character has 3 body points, add 3 body attribute cards to the character.

Step 4

Make 2 more characters and go on a quest!

6.0 Sample Game

~~Let's make three very simple characters (level 0), Gendrik, Haiyan and Ortem. These three characters are considerably weaker than the level 1 characters, but ideal for showing how the mechanics work.~~

[Working on the proper game rules first...](#)

7.0 Quests

Quest cards are similar to Settings except they have a tower symbol in the name.



This icon indicates that it is the quest destination setting. When you select a quest to go on, you set the corresponding

Distance

Quests are different distances from each starting location. This determines how many Setting cards should be encountered before getting near the quest destination (and using it's settings).

Distance	# of Setting Cards for Travel	Description
Outside	0	The quest is either within the start location, or so near that no lengthy travel is required
Near	3	The quest destination is within a few days travel
Distant	6	The destination is a month of travel away
Remote	10	This site is either unknown, difficult to discover or otherwise of great difficulty to reach.

Once the correct number of Setting Cards for travel have been completed, the team then faces the Settings near the quest.

Time

Some Quests must be completed within a certain amount of time. Delay Peril and Settings will advance the time marker forward. This can bring about other events or end the quest in failure.

In general:

- Pick/create the characters to make up the party
- Pick a quest and starting location
- Set the quest card (indicated by a tower in the name section) aside
- Remove all quest cards from the Settings deck
- Set aside all Settings that bear the same

- Draw two Setting Cards and pick one to be active
- Draw encounters corresponding to the encounter track on the Setting Card one at a time
- Once all
- Once the requirements for the quest are met, the party can complete the quest according to its rules

8.0 Settings

These are used to set the stage for the encounters that the characters must defeat, as well as resources to complete quests.

Each setting has a series of encounter types along the right, referred to as waypoints.



Draw an interior encounter



Draw an overland encounter



Draw an elite encounter



Perform a full rest action



In The Long Graveyard, an action Glyph can be played to gain a rest, this doesn't make sense. However, making it an action token does (so pretend it is an action token).

Resources

Distance: represented by green bars (one distance point per bar)

Ruin: represented by something that doesn't look like a ruin at all, so... whatever

Moon: because really, I have no idea what to make these resources — maybe ... tablets?

Signpost: maybe just called 'sign' or whatever, this one is okay, it can be like... clues.

Mask: artifact-things maybe?

Quests require resources, since you draw two settings and pick which one, you can plan for rests and resources as you move forward in the quest. For instance, if you need a lot of distance points, you can just pick the setting with the most green bars.

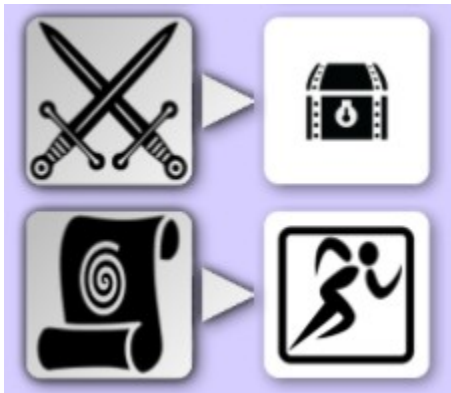
Time Passage

Some settings will advance the “time marker” on a quest. If the Setting has a “Time Passes” icon (hourglass), the time on the Quest is advanced once for each icon.

Actions

Settings have actions that can be performed – they have a cost and a result. The cost is on the left and the result is on the right.

For instance:



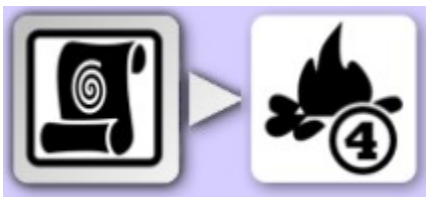
There are two actions available:

Play a card with the fight Glyph and gain a treasure cube (loot).

Play a card with the magic Glyph and gain an action token.

An action can only be played once, and only one action can be played per encounter (after the encounter is complete). Actions can be used in any order.

If a Glyph is bounded by a square as either cost or reward, it indicates a token.



If the cost Glyph shown is a token, then only a token may be used to pay for the action. In this example, the magic Glyph **MUST** come from a token. In the previous example (fight Glyph for a treasure cube), the fight Glyph can come from any source.

Some icons can appear on either side, as a cost or a reward.

If an hourglass shows for the cost, advance time by one *and* gain the delay peril.

Discard Peril: Discard a peril that bears the discard icon.

Gain Provisions: Add a provisions token to the party. Alternatively, provisions may appear on the left (cost) side as well.

Rest: Perform a rest action for the party.

First Aid: Convert one Despair, Shocked or Injured to Weary for one character.

Gain Treasure: Gain a “loot” cube.

Gain Any Token: Select any token and add it to a character. If there is a Glyph in the square, gain that type of token instead.

Sort Treasure: Discard X loot cubes to draw one card from the Treasure Deck.



Discard peril



Gain provisions



Rest



First aid



Gain treasure
cube



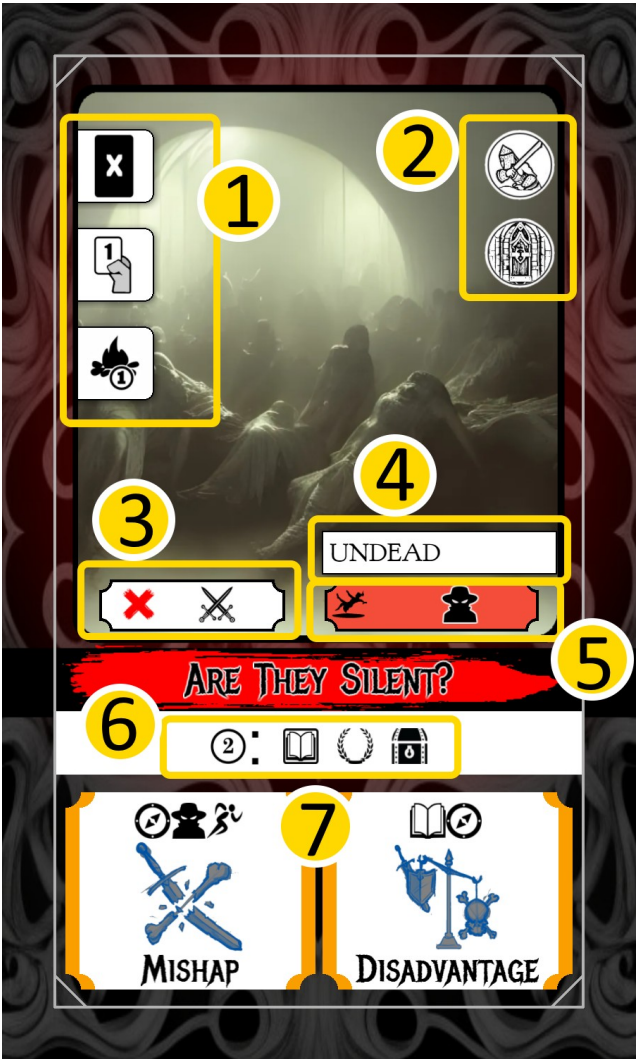
Any token



Sort treasure

9.0 Encounters


- 1. Actions allowed
- 2. Combat and obstacle identifiers
- 3. Taboo Glyphs
- 4. Tag
- 5. Extra difficulty
- 6. Rewards
- 7. Threats











Actions Allowed

Each character takes one action during an encounter. Typically, encounters will show multiple options for what a character can do. In the example, a character may discard a peril, play one card or take a rest action.

[List the actions available](#)

Icon	Action
	Play up to as many Play Cards as indicated on this icon. An infinity symbol indicates any number of Play Cards can be played.

	Discard a peril that bears this matching symbol.
	Gain a token bearing the same Glyph as indicated.
	Perform a rest action for one character.
	Add a treasure cube (loot) to the stash.
	Perform a first aid action on another character – that character may convert one Despair, Injured or Shocked to Weary.
	Gain a provisions token.
	Discard X treasure cubes (loot) from the stash to draw from the treasure deck.
	Collect an item or treasure.

Passing an Encounter



This icon on the encounter card shows how many glyphs must be matched to consider this encounter as passing.

Obstacle and Combat Identifier

Some encounters are considered combat encounters and/or obstacles. These can trigger special rules on characters or settings.

Failing an Obstacle

If you fail an obstacle, you will not gain any of the resources on the Setting. At this point, there are two choices, if a rest action is available, you may take the rest action and encounter the obstacle again, or you may discard the Setting and obstacle and draw a new Setting.

Taboo Glyphs

A Play Card that bears a Glyph that is displayed in the taboo section of the Encounter is considered to have no Glyphs. however When Played effects are still activated. *note: the entire Play Card is considered to have no Glyphs, even ones that are not shown in the taboo section.

Tag

This identifies the card as belonging to a specific class of cards that may have special rules based on the setting, quest or character cards.

Extra Difficulty

If an icon appears on the left of this section and the party has a matching Peril, the Glyphs shown in this section must be matched before the threats can be canceled. The extra difficulty section can be activated by other special rules as well – for instance a setting may state that all Undead are treated as difficult. [Super-wild-hard mode: each instance of difficulty requires matching the Glyphs, so if Undead on the setting makes it difficult AND the extra difficulty has an icon of a Peril that the team has, it is twice the cost?](#)

Rewards

The number at the beginning indicates how many Glyphs must be matched to make one selection from the rewards shown after it. In the encounter above, 2 Glyphs must be matched to gain one choice of reward (lore token, prestige, treasure cube “loot”).

Threats

Each encounter has two threats. The team can chose to not play any cards and simply receive the Perils and continue on. If no characters select the “Play Card” action, then any character may take the Perils indicated. This occurs *after* they perform other actions.

- All threats that have not been canceled (by matching Glyphs) must be applied to characters
- Characters that perform a rest or discard peril cannot be assigned a Peril

- When playing cards against a threat, the Glyphs on the card only apply to one threat and cannot be split between two (one Play Card must be played against, and applies only to one threat), including extra difficulty
- To cancel a threat, play enough cards to match the Glyphs shown on the threat

12.0 Perils

Perils are negative conditions that are applied to the party as a whole or to an individual character. The removal of the card is listed on the peril card. Each attribute card has the associated “damage” peril listed on the reverse side of the card. When a character takes a Despair, Injured or Shocked peril you can flip one of the appropriate attributes to reveal the reverse.

List of Perils

Afflicted

This Peril represents a lasting condition that negatively impacts a character’s abilities. When this Peril is gained by a character, place it on one In-Hand Aspect or Archetype play card that has a refresh cost. Discard Afflicted during a rest action. When discarded, exhaust that Play Card that was Afflicted and gain the Peril Weary. If there are no valid Play Cards, gain Doom instead.

Delay

Advance the time on the Quest. This card can cause challenges to be more difficult. Discard it after a team rest action, or if it shows in the difficulty section on an encounter. You can only have one Delay Peril, if you gain a second, gain Doom instead.

Despair

Flip over one Spirit Attribute to show the damaged side. If there are no undamaged Spirit Attribute points remaining, the character is slain.

Disadvantage

Unless otherwise stated by the Quest being played, include the extra difficulty Glyphs as though they were in each Threat. When the encounter is complete, if any Glyphs in the extra difficulty section were matched, remove one Disadvantage. Otherwise it remains. Additional Disadvantage Perils make it more difficult to remove. If the team gains a 3rd Disadvantage, gain Doom instead.

Doom

If the team accrues 3 Doom, the adventure ends with all progress lost.

Ensnared

Action, Fight and Navigate Glyphs are taboo for the Ensnared character until the end of the next encounter, unless another character plays Action and Fight (which do not count towards a Threat).

Incapacitated

In the next encounter, this character may only discard Incapacitated as their action.

Injured

Flip over one Body Attribute to show the damaged side. If there are no undamaged Body Attribute points remaining, the character is slain.

Loss

Do the first action possible:

- * Discard 2 random treasures
- * Discard all Tokens
- * Gain a Doom

Lost

Reset all encounter progress on the Setting. Threats with Navigate Glyphs cost an additional Navigate. Discard after the next Encounter.

Mishap

Double the cost of a Threat (that does not have a Mishap Peril) in which this character takes part (by playing a Play Card). This character **MUST** play Mishap if they play any cards. Discard after taking part in an Encounter. A second Mishap on one character results in Doom instead.

Shocked

Flip over one Mind Attribute to show the damaged side. If there are no undamaged Mind Attribute points remaining, the character is slain.

Weary

During a rest action, discard Weary in place of refreshing a valid Play Card.

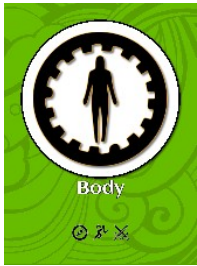
12.0 Sample Character Creation

Ortem – this character has very low attributes but a hand-size of 5 and can hold any two tokens.

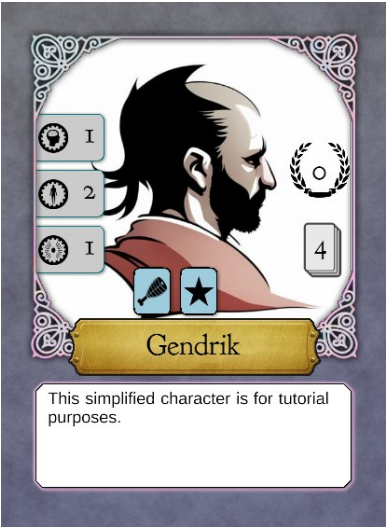


The cards shown here of varying size are only for display purposes. All of the cards that a character uses are the same size to allow the character's state to be kept between play sessions if needed.

Haiyan – This character has two spirit attribute points, but only a hand-size of 4, she can hold two tokens, but only if one of them is provisions.



Gendrik – Like Haiyan, Gendrik only has 4 cards and a max of two tokens. He has two body attribute points.



13.0 Skill Tests

(Move this to a subsection)

Some effects call for a skill test.

* All characters with less than 2 spirit take Injured

* All characters with no Magic Glyphs In-Hand take Shocked (not to include tokens)

Some Play Cards and special abilities allow characters to exhaust cards or tokens to increase their

12.0 Let's Go Adventure

Tutorial Quest

Preparing for Adventure

Clarification

The rules you've provided seem comprehensive and well-structured for creating a solo RPG card game with various encounters, threats, and perils. However, there are a few areas that could potentially benefit from additional clarification or expansion:

1. **Character Progression and Improvement:** While the rules touch on character creation and attribute cards, they don't delve into how characters can improve or progress over time. Consider adding a section on how characters can gain experience, level up, and acquire new abilities, as well as how they can spend attribute points to enhance their capabilities.
2. **Treasure and Rewards:** The rules briefly mention treasure cubes ("loot") and provisions, but you could expand on the types of treasures adventurers might find, their uses, and potential rewards for collecting them. Additionally, you could provide more details on how treasures can be used outside of encounters.
3. **Quests and Objectives:** The rules mention quests and how they may involve completing different settings, but they don't go into detail about the variety of quests, objectives, and potential rewards for completing them. Adding more information about the types of quests and the overarching goals of the adventurers could enhance the narrative and direction of the game.
4. **Character Abilities and Play Card Effects:** While the rules explain the different types of play cards (Aspect, Token, Item, Archetype), it might be helpful to provide examples of specific abilities or effects that these cards can have. This could help players better understand the range of actions and interactions available to them.
5. **Sample Scenarios or Campaign Structure:** Providing a sample scenario or a basic campaign structure could help players understand how the different elements of the game come together. This could include a series of encounters, quests, and potential outcomes that showcase the flow of gameplay.
6. **Gameplay Flow and Turn Structure:** While the rules touch on how encounters and settings work, you could further elaborate on the overall gameplay flow, including how turns are structured, how resting and refreshing play cards fit in, and how players progress from one encounter to the next.