

ACE OF CARDS

Choose one:

☐

Permanently increase your maximum Hit Points by 5.

☐

Permanently increase your maximum Mind Points by 5.

DOUBLE OR NOTHING

Before you perform an Accuracy Check, a Magic Check for an offensive spell, or a Check to advance or turn back a Clock, you may declare **double or nothing**. If you do and the Check triggers a **critical success**, **double** the damage dealt by that attack or spell or the filled or erased sections of that Clock, respectively; however, any other kind of success becomes a **failure** instead.

HIGH OR LOW

When you generate a **critical success** or a **fumble**, you may draw 1 card from your **deck**. If you do, discard 1 card from your **hand**.

MAGIC CARDS

You gain a **deck**, a **hand** and a **discard pile**. During a conflict, you may use an action and spend up to **10 + (SL × 5)** Mind Points (minimum 10). If you do, **resolve 1 card** from your **hand** for every 5 MP spent this way (to a maximum of 5 cards; these cards form a **set**). After you resolve the effect of the **set** (if any), **discard** these cards and draw that many cards from your **deck**.

MULLIGAN

At the end of your turn during a conflict, you may discard up to **SL** cards from your hand. If you do, draw that many cards from your deck.

TRAP CARD

After an enemy you can see performs an action during a conflict, you may declare one of your **deck's suits** (after the action has been resolved) and put the first card on the bottom of your **deck** in your **discard pile**, face up. If that card is a **joker** or its **suit** matches the one you declared, you may immediately perform the **Spell** action for free, casting a spell with a **total Mind Point cost equal to or lower than SL × 5** (you must still pay its MP cost).

MANAGING THE DECK

Your **deck** is an actual deck of cards that you can assemble however you prefer, provided their backs are identical and you follow the restrictions below:

The deck contains exactly **30 cards**: **2 jokers**, plus **28 cards** divided into **4 types**, called **suits**; for instance, in a standard poker deck the suits are **clubs**, **diamonds**, **hearts**, and **spades**. When you create your character's **deck**, associate each **suit** to a different damage type among **air**, **earth**, **fire**, and **ice**.

For each **suit**, the deck contains **7 cards** with **values 1 to 7**.

The simplest approach is to use a poker deck (removing **face cards** and **cards numbered 8 to 10**), but you can also use minor arcana from tarot, cards from collectible card games, and much more; just make sure the combinations are easy to identify.

When a **conflict** begins, shuffle all 30 cards in your **deck** and place it **face down** front of yourself, then draw **5 cards** to form your starting **hand**.

If you need to draw cards and your **deck** doesn't have enough, draw as many as you can, **shuffle your discard pile into the deck**, place it **face down**, then keep drawing.

When you draw cards from your **deck**, they are put into your **hand**. Normally only you can see your **hand**, but you can show it to others if you so wish.

When you discard cards from your **hand**, place them **face up** into your **discard pile**, in whatever order you prefer. However, the order of cards in your **discard pile** cannot be modified.

Your **deck**, your **hand**, and your **discard pile** (as well as any Skills and effects related to them) are only available during **conflict** scenes; at the end of each conflict, shuffle all 30 cards back into your **deck** and put it aside.

RESOLVING A SET

To produce a given effect, a **set** must match its requirements **exactly** (for instance, resolving a **set of 5 cards with the same value** will not match the requirements of **Jackpot**; it has to be composed of **exactly 4 cards**). When you resolve a set that includes **jokers**, you choose their **suit** and **value (1 to 7)**. If a **set** matches the requirements of two or more effects, you must choose and apply **only one** of those effects.

SETS	
EFFECT	SET REQUIREMENTS
JACKPOT	4 cards of the same value, none of which is a joker You and every ally present on the scene recover 777 Hit Points and 777 Mind Points; any PCs who have surrendered but are still part of the scene immediately regain consciousness. This does not cancel the effects of their Surrender .
MAGIC FLUSH	4 cards of consecutive values and of the same suit You deal damage equal to 25 + the total value of the resolved cards to each enemy present on the scene; the type of this damage matches the suit of the resolved cards.
BLINDING FLUSH	4 cards of consecutive values You deal damage equal to 15 + the total value of the resolved cards to each enemy present on the scene; the type of this damage is light if the highest value among those cards is even , or dark if that value is odd .
FULL STATUS	3 cards of same value + 2 cards of same value Choose two status effects among dazed , shaken , slow , and weak : <ul style="list-style-type: none">if the highest value among resolved cards is even, you and every ally present on the scene recover from those status effectsif odd, each enemy present on the scene suffers them.
TRIPLE SUPPORT	3 cards of the same value You and every ally present on the scene regain an amount of HP and MP equal to the total value of the resolved cards, multiplied by 3 .
DOUBLE TROUBLE	2 cards of same value + 2 cards of same value You deal damage equal to 10 + the highest value among resolved cards to each of up to two different enemies you can see that are present on the scene; the type of this damage is one of your choice among those matching the suits of the resolved cards.
MAGIC PAIR	2 cards of the same value You perform a free attack with a weapon you have equipped. If this attack deals damage, choose a suit among those of the resolved cards; all damage dealt by the attack becomes of the type matching that suit .