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Outstanding Ability	XT	Max HP	DB
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DISARM
 The fighter uses their melee weapon, and through fancy and clever moves, manages to disarm their opponent. The type of card used determines the effectiveness of the maneuver.

Card	Effect
Number	Weapon falls to the ground in front of them.
Face	Weapon is thrown 1 zone away.
Ace	Weapon is thrown 1 zone away, and is broken.

FURIOUS STRIKE
 This allows the fighter to use more than one spade card (except an ace) on a melee attack, and on a successful attack add up the total damage value of the cards played, and inflict that on their target. For example, if the fighter uses two number cards, the target would receive 2 points of damage, one per each number card. If the fighter used one number card and one face card, the target would receive 3 points of damage; one for the number card, and two for the face card. There is no limit on how many cards a fighter can use in a furious strike, as long as the player is left with at least a single card in their hand.

PARRY
 When a parry maneuver is executed, the fighter will not attack on that combat turn, but will add the parry cards value to all their defense plays throughout the combat round. A parry maneuver must be declared at the beginning of the combat round, or at the latest on the fighter player's turn, and never after that.

PUSH
 This allows the fighter to push their opponent in any direction they desire, using their strength and skill with weapons. Not that this is only possible to perform with a melee weapon. The type of card used determines the degree of success of the *push* maneuver.

Card	Effect
Number	Target pushed 1 zone away.
Face	Target pushed 1 zone away, knocked prone.
Ace	Target pushed 1 zone away, knocked unconscious.

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♣ CONTROL
 This spell allows the mage to have almost absolute control over their target. For the duration of the spell, the target will obey any command as long as it's not something overtly contrary to their nature, for example, ordering the target to kill themselves. However, there is an exception to that, as explained below. The type of highest card played determines the duration of the hide spell. For number cards, 1 round. Face cards, 2 rounds, and aces, 4 rounds. A control spell can be nullified by casting a *release* spell on the target with a higher value than the control spell. If this spell is cast with the ace of clubs, the spellcaster has achieved total mind control and dominance, thus the victim will follow any command given, even if it goes against their nature.

♦ HIDE
 Casting the hide spell on an object or a creature makes it seem to disappear, or if the caster chooses to, will make it seem to be another object or creature for the duration of the spell. If the spell is cast on an entity, they have the option to try and resist the spell by playing a defense action. The type of highest card played determines the duration of the hide spell. For number cards, 1 round. Face cards, 2 rounds, and aces, 4 rounds. If cast onto an inanimate object, the Fate Dealer must draw a card from the fate deck. If the spell's total card value is less than the card drawn, the spell fails. A hide spell can be nullified by casting a *reveal* spell on the target with a higher value than the hide spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

♥ RELEASE
 The release spell makes the target forget about their motivations, goals, worries, and anything else that is driving them at the moment. What is left are raw emotions and reactions to any situation that is developing at the moment. For example, a creature that is fighting will forget why they were fighting, and depending on the situation, might end up running away afraid or just standing in the same spot, with utter incomprehension. It is up to the Fate Dealer to determine the appropriate reaction to the spell depending on the situation. The type of highest card played determines the duration of the hide spell. For number cards, 1 round. Face cards, 2 rounds, and aces, 4 rounds. A *release* spell can be nullified by casting a control spell on the target with a higher value than the *release* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

♠ REVEAL
 The reveal spell will find any creature or object that is hidden either by magical or physical means within the range of the spell. If the spell is cast on an entity that is aware that they are the target of it, they can execute a defense play to avoid the spell's effect. If cast onto an inanimate object, the Fate Dealer must draw a card from the fate deck. If the spell's total card value is less than the card drawn, the spell fails. The spell's effect is immediate, and the highest card played determines the range of the spell. For number cards, 1 zone, face cards, 2 zones, and aces have a range of 4 zones.

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♣ DESTRUCT
Tears down defenses and lowers the target's protection. When cast, a glowing bolt of deep red energy leaps from the caster's hands towards their target. If it hits, the target of the spell is surrounded by a red, iridescent aura. When cast successfully, the spell cards total value is added to the next successful attack against the target. The spell will continue in effect until the target is hit by an attack. Therefore, the cards used in the spell attack must be kept face up on the table until the target is attacked by any other means.

Once the attack is performed, the spell cards are placed in the discard deck, regardless if the attack was successful or not. In the case of a successful attack, the damage inflicted will still be determined by the attacker's highest value card and is not affected by the destruct spell cards' value.

To cancel a *protect* spell, they must cast a destruct spell of a value higher than the *protect* spell. If the destruct is cast with the ace of clubs, the target of the spell will automatically receive damage from all attacks made at them for one full combat round.

♠ HARM
A black bolt of power, deep as the darkest night, is shot by the mage. This bolt flies at an amazing speed, looking for the target chosen by the spell-caster. It causes internal damage by tearing apart organic tissue and non-organic materials. The highest card value used in the spell determines how many points of damage it inflicts. Number cards inflict 1 HP, face cards inflict 2 HP, and aces take the victim immediately down to 0 HP.

♥ HEAL
The heal spell cures and repairs damage on living creatures. It also removes conditions like poisoning and illness. Different to other spells, the recipient of the heal spell does not need to play an opposed card, as the curative effect of the spell is welcome. When cast, a peaceful white glow emanates from the mage's hands. In a wispy, vapor-like way, this glow moves to the intended target, which glows for a few instants as their wounds are healed by the spell. When using this spell, the highest card value used determines how many points of damage it heals. Number cards heal 1 HP, face cards heal 2 HP, and aces restores all HP.

♦ PROTECT
A shimmering, crystal shard-like stream of magical particles flow from the spellcaster and surround the intended target. These particles remain floating around the target for the duration of the spell. This puts up a magical barrier that lowers the chance of receiving damage. When a *protect* spell is cast, the spell's cards are added to the defender's card draw the next time they are the target of an attack. The cards used in the spell attack must be kept face up on the table until the spell's target is attacked by any other means, or if the spell is nullified. Once an attack is made against the target, the spell cards are placed in the discard deck, even if the attack was unsuccessful.

This spell is opposite to the *destruct* spell. If a mage wants to cancel a destruct spell, they must cast protect with a value equal to or higher than the *destruct* spell. If this spell is cast with the ace, the recipient will be invulnerable to damage for one combat round.

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♦ HOLD
Temporarily causes an entity or an object to stop moving. If cast onto an entity, it will prevent them from moving in any way. If cast on an object, it will make it unmovable. If cast at a moving object or entity, it will cause them to stop moving instantaneously, magically freezing even mid-air. The duration of the spell is based on the highest card value played when cast.

A *hold* spell can be nullified by casting a *move* spell on the target with a higher value than the *hold* spell. Therefore, the cards used in the *hold* spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

♣ MOVE
Casting the move spell allows the mage to instantly change the location of an object or entity. When cast, a faintly glowing, churning cone of energy, similar to a tornado, moves at high speed towards a chosen target. If successful, the move is instantaneous, and the target of the spell can be moved in any direction as long as there is not an object already occupying the same spot. The type of the highest card played determines the maximum distance the target is moved. For number cards, 1 zone. Face card, 2 zones, and aces move the target a maximum of 4 zones.

♠ SLOW
Makes the spell's target move at half speed for the duration of the spell. This means that a regular entity would take 2 rounds to move 1 zone. Likewise, it will take 2 rounds of combat for the target of a *slow* spell to perform any action. This slowness affects physical attacks, and if a slowed down entity manages to successfully strike a target, they will only inflict damage as shown below:

Top Card	Damage
Number	No damage
Face	1 HP
Ace	Half maximum HP

The highest card type played determines the duration of the slow spell. For number card, 1 round. Face card, 2 rounds, and aces, 4 round. If the slowed-down target casts a spell, the effect of the spell is unaffected but it will take the slowed-down caster two rounds to complete the casting. A *slow* spell can be nullified by casting a *speed* spell on the target with a higher value than the *slow* spell.

♥ SPEED
Casting this spell successfully on a target doubles their speed. This can be cast on objects or on living entities. The target of a speed spell is able to move at double speed (2 zones/round), and is able to perform any two actions per round through the spell's duration. The highest card type used in the spell determines its duration. A *speed* spell can be nullified by casting a *slow* spell on the target with a higher value than the *speed* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

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COLD
 With this spell, the mage is able to remove all heat from the target of the spell, making its temperature to drop dramatically and cause temporary freezing of liquids and fluids. The damage done by the spell is established by the highest card played when casting the spell: Number card, 1 HP. Face card, 2 HP, and aces, all HP. After the attack, the victim will be in a *partially incapacitated* state for a number of rounds equal to the damage taken.

A *cold* spell can be nullified by casting a *heat* spell on the target with a higher value than the *cold* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

DARKNESS
 With this spell, the caster dissipates the light around the spell's target (a bubble 1 zone in diameter), creating a deep, inky black darkness surrounding the target. The creature is automatically blinded, and no one will be able to see inside the darkness bubble for the duration of the spell. When the spell succeeds against an object, it will be shrouded in darkness, therefore, when cast against something like a vehicle, any occupants will be blinded too until they exit the vehicle. The duration of the spell is determined by the type of the highest card played. For number cards, 1 round, face cards, 2 rounds, and aces, 4 rounds.

A *darkness* spell can be nullified by casting a *light* spell on the target with a higher value than the *darkness* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

HEAT
 Any flammable objects hit will immediately catch fire. The damage done by the spell is established by the highest card played. Number card, 1 HP. Face card, 2 HP, and aces, all HP. If the target is wearing clothing that is flammable, they will be on fire, and will take 1 HP of damage per round until the fire is put out. After the attack, the victim will be in a *partially incapacitated* state for a number of rounds equal to the damage taken.

A *heat* spell can be nullified by casting a *cold* spell on the target with a higher value than the *heat* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or dispelled.

LIGHT
 This spell allows the mage to produce light at various intensity levels, as desired. It can go from subtle light all the way to a blinding flash of light. The spell needs to be cast against a target, either an object or a living being. The area around the target will be lit in a bubble about 1 zone in diameter. In the case of the spell being cast against a creature, they will be blinded for the duration of the spell, as determined by the type of highest card played: for number cards, 1 round, face cards, 2 rounds, and aces, 4 rounds.

A *light* spell can be nullified by casting a *darkness* spell on the target with a higher value than the *light* spell. Therefore, the cards used in the spell attack must be kept face up on the table until the spell's effect is finished or it is dispelled.

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