

# FULL ♠ DECK

## RULES REFERENCE

### SUIT HIERARCHY RANK VALUE

♠ Highest	2-10: Face Value
♥ Second	K, Q, J: 10
♦ Third	Ace: 11
♣ Lowest	Bk Joker: Infinity-1
(Reverse Alphabet)	Red Joker: Infinity

### ACTIONS

- ♠ Evade
- ♥ Emote
- ♦ Think
- ♣ Attack

### COMPLICATIONS

- ♠ Bonds
- ♥ Innocents
- ♦ Possessions
- ♣ Health

### ASPECT ALIGNMENT

**Focus:** Play two cards of the same suit and add ranks together.

**Motivation:** Player may use a card of any suit to bolster the action.

**Light:** Players may use a card whose suit aligns with their character's Light as a free action. The player may then look through their discard pile and use any card from it as their true action.

**Darkness:** Discard the highest-ranking card in their hand. The player then shuffles the discard pile and draws a card from it to place back in their hand.

### COMPLICATION SEVERITY

2-9: Harmful but not fatal.

**Face Card:** Irreparable damage.

**Ace:** Someone or something will die.

**Joker:** World-altering event from any of the four categories.