

♥♠ Suits ♣♦

YOU WILL NEED

THE PLAYERS SHARE A DECK OF 54 CARDS, WHILE THE GM HAS HIS OWN DECK OF THE SAME. IF THE GAME HAS MORE THAN FOUR PLAYERS, ADDING A SECOND PLAYER DECK IS RECOMMENDED. PLAYERS SHOULD ALSO HAVE A CHARACTER SHEET.

MAKING PLAYS

IN THIS GAME, YOU WILL PLAY A VARIED GROUP OF INDEPENDENT CONTRACTORS HIRED FOR A JOB—YOU ARE SUITS, HIRED FOR YOUR PROFESSIONAL SKILLS. ALL GAME MECHANICS ARE RESOLVED WITH A STANDARD DECK OF 54 PLAYING CARDS (THAT INCLUDES THE JOKERS).

EACH PLAYER START EACH SCENE WITH A NUMBER OF CARDS EQUAL TO HIS LOWEST ATTRIBUTE. THE GM STARTS WITH A HAND EQUAL TO TO THE HIGHEST ATTRIBUTE IN THE PARTY, PLUS 2.

EACH ATTEMPTED ACTION IS CALLED A "PLAY," WHICH ANALOGOUS TO A ROLL IN OTHER RPGS YOU MAY HAVE PLAYED.

IN ORDER TO MAKE A PLAY, THE PLAYER FLIPS THE TOP CARD OF THE PLAYER DECK AND ADDS THE RELEVANT SKILL OR ATTRIBUTE AND TRIES TO MEET THE PLAY'S THRESHOLD. A THRESHOLD CAN BE UNOPPOSED (EXAMPLE: PICKING A LOCK), IN WHICH CASE IT IS A SET VALUE (EX: 10 FOR EASY, 15 FOR AVERAGE, 20 FOR DIFFICULT, 30 FOR ALMOST IMPOSSIBLE), OR OPPOSED (EXAMPLE: ARGUING WITH A BOUNCER) IN WHICH CASE THE GM FLIPS OVER THE TOP CARD OF HIS DECK AND ADDS THE RELEVANT SKILL, ATTRIBUTE, OR DEFENSE. THE FLIP IS PUBLIC KNOWLEDGE, BUT THE PLAYERS ARE NOT TOLD THE VALUE OF THE MODIFIER THAT THE GM IS USING. THE GM THEN ASKS THE PLAYER IF THE PLAY STANDS, NOT YET TELLING HIM IF THE PLAY WILL CURRENTLY SUCCEED. THE PLAYER MAY THEN ADD CARDS FROM HIS HAND TO THE PLAY. ALL CARDS PLAYED ON A SINGLE PLAY ARE CUMULATIVE; A 4 AND A 7 MADE A VALUE OF 11 PLUS MODIFIERS. AFTER THE PLAYER HAS DONE SO, THE GM MAY DO THE SAME. IF THE GM DOES, THE PLAYER HAS THE OPTION TO ADD MORE CARDS. THIS PROCESS CONTINUES UNTIL EITHER THE GM OR THE PLAYER DECLINES TO ADD MORE CARDS. A TIE REQUIRES ALL INVOLVED PARTIES TO TRY AGAIN WITH A NEW FLIP, BUT THE CARDS PLAYED FROM HANDS ARE LOST. WHENEVER A PLAY IS SUCCESSFULLY RESOLVED, THE FLIPPED CARDS ARE DISCARDED ALL INVOLVED PARTIES DRAW ONE CARD FROM THEIR CORRESPONDING DECKS, REGARDLESS OF HOW MANY THEY COMMITTED TO THE PLAY. IF A PLAYER'S HAND IS EMPTY, THAT PLAYER MUST RELY ONLY ON THE CARD FLIPPED, BUT SEE STUNTS. IF A DECK IS EMPTY, SHUFFLE IT'S DISCARD PILE TO MAKE A NEW DECK.

FACE CARDS

FACE CARDS COUNT AS A TEN WHEN PLAYED, AND HAVE THE FOLLOWING ADDITIONAL EFFECTS:

JACK – AFTER THE PLAY IS RESOLVED, CHOOSE A CARD THAT ISN'T A FACE CARD. PUT IT IN YOUR HAND.

QUEEN – YOU MAY ADD THIS CARD TO AN ALLY'S PLAY FOR FREE.

KING – YOU MAY PLAY THIS AS A 10 OR PLAY IT AS A COPY OF ANY CARD IN THE PLAYERS' DISCARD PILE.

ACE – DRAW A CARD AS YOU PLAY THIS CARD. IT STILL COUNTS AS A 10. YOU MAY USE THE DRAWN CARD IMMEDIATELY.

JOKER – AS YOU PLAY THIS CARD, NAME ANY CARD IN THE DECK. THE JOKER IS TREATED AS THAT CARD FOR THIS PLAY.

CHARACTERS, AND HOW TO CREATE THEM

CHOOSING A SUIT

EACH PLAYER MUST CREATE A PROFESSIONAL, A "SUIT," TO PLAY. PROFESSIONALS ARE GROUPED INTO FOUR CLASSES, EACH WITH AN ACCOMPANYING SUIT OF CARDS. THE STRONG POINT OF EACH CLASS CAN BE REMEMBERED WITH THE FOLLOWING MNEMONIC:

♦ **DIAMONDS SHINE** – DISPLAYS OF DARING AND PROWESS.

♥ **HEARTS LOVE** – LEADERSHIP AND SOCIAL INTERACTION ABILITIES.

♠ **SPADES DIG** – STEALTHY AND INVESTIGATIVE ABILITIES.

♣ **CLUBS KILL** – ABILITIES RELATED TO CAUSING HARM.

EACH CHARACTER HAS EXACTLY ONE SUIT. WHENEVER A CHARACTER PLAYS A CARD THAT MATCHES HIS SUIT, HE IMMEDIATELY DRAWS A CARD. SUIT PROVIDES NO OTHER GAMEPLAY CHANGES.

CHOOSING ATTRIBUTES

EACH PLAYER STARTS THE GAME WITH ALL OF HIS ATTRIBUTES AT 1 AND 20 POINTS TO SPEND. EACH POINT SPENT RAISES AN ATTRIBUTE BY 1, TO A MAXIMUM OF 10. IF AN ATTRIBUTE WOULD BE RAISED ABOVE 10, IT IS RAISED TO 10 INSTEAD. THE FOUR ATTRIBUTES ARE:

FITNESS – PHYSICAL STRENGTH AND TOUGHNESS.

A SUIT ADDS HIS FITNESS TO HIS BLOCK. A PLAYER DIES IF HE TAKES MORE DAMAGE THAN HIS FITNESS. ALL DAMAGE IS LOST AT THE END OF EACH SCENE, BECAUSE REAL MEN CAN WALK OFF GUNSHOTS AND LACERATIONS.

DEXTERITY – PHYSICAL SPEED AND COORDINATION

A SUIT ADDS HIS DEXTERITY TO HIS DODGE. AT THE START OF EACH COMBAT ROUND, ALL PARTIES PLAY DEXTERITY; THE HIGHEST TAKES HIS ACTION FIRST, FOLLOWED BY THE NEXT HIGHEST, AND SO ON. START OVER WHEN EVERYONE'S HAD ONE.

WITS – MENTAL ACUITY AND LEARNING CAPACITY

A SUIT ADDS HIS WITS TO HIS INSIGHT. A CHARACTER CAN TAG A NUMBER OF SKILLS EQUAL TO HIS WITS PLUS 2.

CHARISMA – MENTAL CHARM AND SOCIAL ACUITY

A SUIT ADDS HIS CHARISMA TO HIS WILLPOWER. A SUIT CAN ADD HIS CHARISMA TO A PLAY ONCE PER SCENE, BUT THESE CAN'T BE ACTIONS OPPOSED BY BLOCK OR DODGE, BECAUSE LIFE IS EASIER FOR COOL PEOPLE.

DEFENSES

DEFENSES ARE HOW A CHARACTER RESISTS BEING SHOT, STRUCK, DECEIVED, OR PERSUADED. TO USE A DEFENSE, ADD THE APPROPRIATE DEFENSE TO A FLIP FROM THE PLAYER DECK. A PLAYER MAY ADD CARDS FROM HIS HAND TO A DEFENSE, JUST LIKE ANY OTHER PLAY.

BLOCK (MELEE DEFENSE): 5 + FITNESS + FLIP

DODGE (RANGED DEFENSE): 5 + DEXTERITY + FLIP

INSIGHT (DECEPTION DEFENSE): 5 + WITS + FLIP

WILLPOWER (PERSUASION DEFENSE): 5 + CHARISMA + FLIP

STUNTS

THE GM IS ENCOURAGED TO REWARD PLAYERS FOR DOING BALLSY, AWESOME, IMPROBABLE, RISKY, AND JUST PLAIN STUPID THINGS. IF THE GM THINKS THE PLAYER DESERVES A REWARD FOR THIS KIND OF THING, THAT PLAYER DRAWS A CARD.

SKILLS

MOST ACTIONS ARE COVERED BY SKILLS. EACH SUIT GETS 2 FREE TAGGED SKILLS, PLUS 1 EXTRA FOR EACH POINT OF WITS. IF A SKILL IS TAGGED, THE SUIT ADD 5 TO THE PLAY. IF NOT, FACE CARDS COUNT AS TENS FOR THE PLAY.

♦ *AMBUSH – WITS*

OPPOSED BY – GM-SET THRESHOLD OR MARK'S INSIGHT

THE ABILITY TO SET TRAPS FOR ENEMIES AND EXPLOIT THE SITUATION AT HAND. WHEN YOU USE AMBUSH, LOOK AT THE TOP X CARDS OF THE GM'S DECK. X IS YOUR WITS. REARRANGE THOSE CARDS AS YOU LIKE. FOR EACH ♦ YOU USED, YOU MAY DISCARD ONE OF THOSE CARDS. AMBUSH CAN BE USED ONCE PER SUIT, PER SCENE.

♦ *ATHLETE – FITNESS*

OPPOSED BY – MARK'S ATHLETE PLAY, BLOCK DEFENSE, OR GM SET THRESHOLD

THE ABILITY TO USE PHYSICAL BRAWN AND STAMINA TO PRACTICAL EFFECT. CHASES THAT INVOLVE RUNNING, CLIMBING, AND/OR JUMPING ARE OPPOSED PLAYS; NAVIGATING ROUGH TERRAIN IS GM SET. IF YOU USED A ♦, YOU CAN MAKE A THUG ATTACK AT THE END OF THE RUN FOR FREE. THIS ATTACK DEALS +1 DAMAGE PER ♦ USED IF IT HITS.

♥ *AWARENESS – WITS*

OPPOSED BY DESIRED RESULT X 5

THE ABILITY TO NOTICE DETAILS OF YOUR SURROUNDINGS AND USE THEM TO YOUR ADVANTAGE. WHEN YOU USE AWARENESS, LOOK AT THE TOP X CARDS OF THE PLAYER DECK AND REARRANGE THEM AS YOU AS LIKE. FOR EACH ♥ YOU USED, YOU MAY DISCARD ONE OF THOSE CARDS. AWARENESS CAN BE ONCE PER SUIT, PER SCENE.

♦ *DRIVER – WITS*

OPPOSED BY – GM-SET THRESHOLD OR MARK'S BLOCK

THE ABILITY TO DRIVE VEHICLES IN SPECTACULAR WAYS. FOR CHASES AND ROUGH TERRAIN, SEE ATHLETE. TO RAM ANOTHER VEHICLE OR A PERSON, SEE THUG, EXCEPT THIS ATTACK DEALS 4 DAMAGE INSTEAD OF 1. FOR EACH ♦ SPENT, THE ATTACK DEALS +1 DAMAGE. MOST VEHICLES WILL STOP WORKING AFTER TAKING 15 DAMAGE.

♠ *FRAUD – CHARISMA*

OPPOSED BY – MARK'S INSIGHT

THE ART OF LYING, MAKING FORGERIES, AND CRAFTING DISGUISES. OUT OF COMBAT, IF YOUR PLAY SUCCEEDS, THE MARK BELIEVES YOU. IN COMBAT, YOU CAN SPEND AN ACTION TO FEINT; IF THE FEINT SUCCEEDS, YOUR NEXT ATTACK GETS A +2 BONUS TO HIT. IF YOU USED A ♠, FEINTING IN COMBAT DOESN'T COST AN ACTION.

♣ *GUNS – DEXTERITY*

OPPOSED BY – MARK'S DODGE

THE ART OF FILLING THE OTHER BASTARDS FULL OF LEAD. NO APPLICATION OUT OF COMBAT. GUNS DON'T RUN OUT OF AMMO; THIS ISN'T THAT KIND OF GAME. IF THE PLAY SUCCEEDS, IT DEALS 2 DAMAGE, +1 DAMAGE FOR EACH ♣.

DIAMOND BONUS: IF A DIAMOND IS USED IN GUNS PLAY, AND THE PLAY MISSES, YOU MAY IMMEDIATELY SHOOT THE SAME TARGET AGAIN AS PART OF THE SAME ACTION. MULTIPLE SHOTS CAN BE CHAINED.

♥ *LEADERSHIP – CHARISMA*

OPPOSED BY – NUMBER OF MARKS X 3, PLUS 10

THE ART OF GETTING YOUR FRIENDS TO BE HEROES, SO YOU DON'T HAVE TO. CAN BE USED DEFENSIVELY TO SUBSTITUTE YOUR DEFENSE FOR AN ALLY'S, THOUGH THEY WILL STILL BE AFFECTED IF THIS DOESN'T WORK, THEN YOU SKIP YOUR NEXT ACTION. YOU CAN'T USE THIS ABILITY IF YOU'RE ALREADY SKIPPING YOUR NEXT ACTION. ALTERNATELY, CAN BE USED TO SWAP X CARDS WITH ANOTHER PLAYER 1 FOR 1. X IS YOUR CHARISMA. FOR EACH ♥ USED, ONE OTHER PLAYER CAN BE INVOLVED IN THE SWAP, BUT THIS DOESN'T INCREASE THE NUMBER OF SWAPS ALLOWED. A SWAP IS DIRECTLY FROM ONE PLAYER TO ANOTHER, REGARDLESS OF WHO PLAYED LEADERSHIP.

♥ *PERSUASION – CHARISMA*

OPPOSED BY – MARK'S WILLPOWER

THE ABILITY TO CONVINCE SOMEONE YOU'RE RIGHT, WHETHER BY FLATTERY, INTIMIDATION, OR POP CULTURE REFERENCES. IF AT LEAST ONE ♥ IS USED, THE MARK'S ALLIES CAN'T USE LEADERSHIP TO CHANGE HIS WILLPOWER.

♠ *STEALTH – DEXTERITY*

OPPOSED BY – MARK'S INSIGHT

THE ABILITY TO MOVE WITHOUT BEING NOTICED OR HIDE THINGS. FOR EACH ♠ USED TO SNEAK AROUND MULTIPLE PEOPLE, PICK THAT MANY PEOPLE PLUS ONE. ALL OF THEM USE THE LOWEST INSIGHT AMONG THEM FOR THIS PLAY.

♠ *THIEF – DEXTERITY*

OPPOSED BY – MARK'S INSIGHT

THE ABILITY TO TAKE THINGS THAT PEOPLE WOULD PREFER YOU DIDN'T. IF YOUR PLAY SUCCEEDS, YOUR THEFT ISN'T NOTICED. UNLESS YOU USED A ♠, STEALING SOMETHING OFF SOMEONE'S PERSON TAKES A -5 PENALTY.

♣ *THROW – FITNESS*

OPPOSED BY – MARK'S DODGE

THE ART OF THROWING THINGS, SIMPLE AS THAT. RESOLVED IDENTICALLY TO GUNS, EXCEPT DEALS 1 BASE DAMAGE.

♣ *THUG – FITNESS*

OPPOSED BY – MARK'S BLOCK

THE ART OF BRAWLING AND TAKING BY FORCE. IF USED AS AN ATTACK, DEALS 1 DAMAGE, +1 PER ♣ USED. CAN BE USED TO DISARM A FOE; IF A ♣ IS USED DOING SO, YOU MAY IMMEDIATELY FOLLOW IT WITH A THUG OR THROWING ATTACK FOR FREE.