

Sorte Deck

You can use the sorte deck instead of dice to resolve Risks. Here's how you do it.

Cards Instead of Dice

Use one sorte deck for all players. If you don't have the custom sorte deck, you can substitute a full set of traditional tarot cards.

At the beginning of the game, the GM shuffles the deck. When a player (or players) takes a Risk, the GM deals out a number of cards equal to the number of dice the player(s) would normally roll. Thus, if a player would normally roll 5 dice, the GM deals the player 5 cards.

Players look at their cards and make 10s as usual using the pips (numbers) on the cards. 1-10 equal their value, so if your hand includes: 3, 4, 5, 7, 7, 9, treat those as dice rolls. From that hand, you could make 3+9, 4+7, 5+7= 3 Raises. Tens also count as 10, so each ten counts as a Raise.

After each Risk, the GM shuffles all the cards back into the deck, including cards players may have not been able to use.

COURT CARDS

Court Cards are the Knight, Dame, Queen and King and do not have numerical value. However, the Court Cards all have special effects. You can use Court Cards as indicated for narrative effects:

Cups

Dame of Cups: Play this card after you make Raises for a romance-themed Risk. Add three Raises to your total.

Knight of Cups: Play when another Hero takes Wounds. You take the Wounds instead.

Queen of Cups: Play this card. You see an old, trusted friend willing to help you with your current situation.

King of Cups: Discard and another Hero recovers all Wounds.

Swords

Dame of Swords: Play after an NPC uses Speed. Another Hero (not yours) takes the initiative instead.

Knight of Swords: Play after saving a character from harm. You become a folk hero to the community and gain +1 Reputation.

Queen of Swords: Play before any Risk. Gain three Raises.

King of Swords: Everyone in the Scene takes enough Wounds to give each character a Dramatic Wound.

Wands

Dame of Wands: A friendly Strength 5 Brute Squad arrives on the scene.

Knight of Wands: During a scene where you are questioning a character, that character tells you everything she knows.

Queen of Wands: Discard: You change the attitudes of a hostile group to neutral or a neutral group to friendly.

King of Wands: Play when you encounter a Villain. You become that Villain's nemesis. He must spend 2 Villain Points for every 1 in a Risk involving you.

Coins

Dame of Coins: Play this card to ask the GM one "Yes or No" question. She must answer truthfully and completely.

Knight of Coins: Before an Action Scene begins, nominate a Skill. All Heroes gain 2 Ranks in that Skill until the end of the Action Scene.

Queen of Coins: All other players draw one card.

King of Coins: You may request a specific card from the deck and replace it with this one.

ACE IN THE HOLE

Any player can spend a Hero Point to hold on to a card dealt by the GM. The player cannot use the card in your current Risk, but can save it for a Risk in the future.



MAJOR ARCANA

Sorte decks are not standard. While there are many Arcana cards, each fate witch customizes her deck to tell a particular story.

When you use a sorte deck in your game, you have multiple choices for how to use it. Let's look at two of them.

The Standard Play

Set the Major Arcana cards aside as their own deck. At the beginning of each Scene, the GM reveals the top card of the deck. Each Arcana modifies a Scene in a particular way, giving bonuses to the Heroes, Villains or both. The effects of an Arcana card last until the end of the Scene.

A player may spend a Hero Point to flip a *new* card, replacing the existing Arcana.

The Advanced Play

The GM deals each player a card face down and players keep their cards secret. The GM then *selects* one card from the Arcana deck and keeps it to herself.

At the beginning of any Scene, a player (or players) may reveal their Arcana card, applying it to the Scene. Each Arcana card modifies the Scene in a specific way. If multiple players reveal their Arcana cards, all the cards effects are in play. After the Scene, each player may spend a Hero Point to draw another Arcana card. After the GM plays her Arcana card, she must spend a Danger Point to draw another.

The Deck

Remember: no sorte decks are the same.

Listed below are *some* of the Arcana found in a sorte deck.

The Fool: Gain 2 Hero Points for invoking your Hubris. Invoking your Virtue costs 2 Hero Points.

The Road: Using any Skill at Rank 0 or 1 gains 2d10.

The Magician: No Sorcery requires Hero Points.

The Lovers: When you Aid another Hero, they get 4 bonus dice rather than 3.

