

# DIESEL EMPIRES

Reference Sheet v29.4.1 | By Jefferson Lee | UpTooLateGames.com

## Checks

### Base Card Values

- +0 for *Pip cards* (the cards numbered 2 through 10)
- +1 for *Royal cards* (Queens, Kings, Jacks)
- +2 for *Aces*
- +3 for *Jokers*.

### Suits and Approaches

Suit	Approach
♣ Club	Grit (Gr). Forceful, daring, determined.
♦ Diamond	Sharp (Sh). Precise, logical, knowledgeable.
♥ Heart	Wits (Wt). Intuitive, careful, clever.
♠ Spade	Quick (Qk). Fast, agile, instinctive.

Add +1 to the base value of *all cards (except Jokers)* that *match the suit of the Check, including Strain and Opposing Cards*.

### Playing Cards

- If the character has a *Trait* that is relevant to the Check, the player **draws and plays one (1) card from the deck for each rank in the Trait**.
- *Some Traits can only be used in Checks involving specific approaches*, listed in parenthesis.
- The player can **play any card from their hand for their character**.
- The player can also **discard cards from their hand** and *each discard* allows the player to **draw and play one (1) card from the deck**.
- Players *can* play or discard cards **one at a time until they stop or run out of cards**.

### The Outcome

Total	Outcome	
3+	Superb	<u>Success</u> with an <i>immediate advantage</i> .
2	Success	<u>Success</u> without any complications.
1	Messy	<u>Success</u> , but the character <b>gains one (1) Strain</b> .
0	Failure	<u>Failure</u> , and the character <b>gains one (1) Strain</b> .
-1	Bad	<u>Failure</u> and <b>one (1) Wound</b> is inflicted.
-2 (or less)	Dismal	<u>Failure</u> and <b>two (2) Wounds</b> are inflicted.

### After a Check

- If the player has **zero (0) cards left in their hand**, they may **draw one (1) card**.
- On *any outcome*, the character **gains one (1) additional Strain** if they have any *Wounds*.

## Wounds

- Once a character has **three (3) or more Wounds**, they are in *Shock*. *While in Shock*, the character can *still act*, but *all of their Traits are reduced to rank zero (0)*.
- At **five (5) Wounds** the character sustains a *permanent injury*.
- If the character **suffers more than five (5) Wounds**, they *cannot be saved* and they **exit the story at the end of the game**.

## Rest

Rest		Hand Size	Strain Left
Half	Enough <i>safety</i> to eat a <i>quick meal</i> or take a <i>similar</i> level of rest.	Three (3)	One (1)
Full	The <i>minimum</i> needed to rest, but <i>enough</i> of a delay to cause <i>problems</i> (risks grow, enemies fortify, damage is being done).	Five (5)	Zero (0)

## Healing

- *Not in Shock*: Full Rest heals one (1) Wound.
- *In Shock*: Healing one (1) Wound requires a *successful* Check to *apply medical aid*, or a *successful* Grit Check to heal *naturally*. *Either* Check must be made *after* a Full Rest.
- A character is no longer in *Shock* once they are down to only two (2) Wounds.

## Combat Checks

The GM will let you know if a combat Check is required, and only Traits with the combat keyword can be used in a combat Check.

Suit	Approach
♣ Club	Grit (Gr). Dirty, messy, and desperate.
♦ Diamond	Sharp (Sh). Strategic, cunning, and precise.
♥ Heart	Wits (Wt). Defensive, alert, and cautious.
♠ Spade	Quick (Qk). Aggressive, direct, and lethal.

## Magic Checks

Suit	Approach
♣ Club	Grit (Gr). Sacrifice, endurance, and willpower.
♦ Diamond	Sharp (Sh). Preparation, practice, and precision.
♥ Heart	Wits (Wt). Focus, clarity, and calm.
♠ Spade	Quick (Qk). Fast, messy, and instinctive.

Characters can only use magic if their Trait has one of these *magic* keywords:

- Ritual magic requires a *prepared* body, like a *ritual circle* or *consecrated sacrifice*.
- Evocation channels magic through the *caster's body*. This allows a caster to shape effects by *simply focusing* and *speaking* a rite, but it always causes one (1) *extra Strain after the Check* (even if they *succeed*). Evocation rites can be cast as a ritual instead (which does *not* cause Strain).
- Psychic evocation is the same as regular evocation, but *without* a *spoken* component, and it causes one (1) *extra Strain after the Check* (even if they *succeed*). However, since psychics rely *entirely* on *instinct* and *intuition*, psychics *cannot* inscribe their rites as a *ritual*.

## Weapon Strength (ST)

- If a character is *hit* by a weapon, the *Strength* (ST) of a weapon is *subtracted* from the Check's *outcome*.
- If a character *hits* something with a weapon, the ST is *added* to the Check's *outcome*.

## Armor Rating (AR)

- *Armor* (AR) *reduces* the ST of a weapon to a *minimum* of zero (0).
- The number of "+" *after* the ST of *some* weapons is the amount to reduce AR, to a *minimum* of zero (0), *before* it affects ST.