

DIESEL EMPIRES

Reference Sheet v29.4.3 | By Jefferson Lee | UpTooLateGames.com

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*.

Check Suits

Suit	Approach	Risks
♣ Club (C♣)	Grit. Forceful, daring, determined.	You are betting it all.
♦ Diamond (D♦)	Sharp. Precise, logical, knowledgeable.	You are being too careful.
♥ Heart (H♥)	Wits. Intuitive, improvised, clever.	You overlook the obvious.
♠ Spade (S♠)	Quick. Fast, agile, instinctive.	You are being reckless.

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

Key Suits

Some Abilities have key suits listed in parenthesis. If the Check's Suit is not one of an Ability's key suits, add one (1) difficulty card to the Check, so using an Ability with the key suits of "(C♣, H♥)" in a Spades (S♠) Check adds one (1) difficulty card.

Playing Cards

- You can **play any card from your hand** for your character.
- You can **discard cards from your hand** and *each discard* allows you 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 Outcomes

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

After a Check

- If you have **zero (0) cards in your hand**, you may **draw one (1) card** from the deck.
- On **any outcome**, you **gain one (1) additional Strain** if your character has any **Wounds.**

Wounds

Any Wounds the character suffers *after two (2) Wounds* become *Serious Wounds*. Each *Serious Wound* reduces *all of a character's Abilities* by *one (1) rank*, to a *minimum of zero (0)*.

Any of the character's Abilities that are reduced to *zero (0)* can *still be used* for Checks if the keyword is important (i.e. *magic*), but they *do not get to draw cards* for that Ability.

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

Magic Checks

Characters can **only use magic** if their Ability has **one of these magic keywords**, which indicate the specific method an Ability can be used to channel magic.

- **Ritual magic** requires a *prepared body*, like a *ritual circle* or *consecrated sacrifice*. It is the *oldest* form of spell casting, and it is *safer* since the body can be purposefully built to *endure* channeling, though *run-away effects* can still be dangerous.
- **Evocation channels magic through the caster's body**. This poses *extreme* risks for the spell caster because they have to split their focus between an intricate channeling rite, and the **physical labor of containing magic**. 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)**. The *recited* component allows evocation rites to 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*.