

DIESEL EMPIRES

Reference Sheet v30.1.1 | By Jefferson Lee | UpTooLateGames.com

BASE CARD VALUES

Base Value	Card Type
+0	Pip cards (cards numbered 2 through 10)
+1	Royal cards (Queens, Kings, Jacks)
+2	Aces
+3	Jokers

CHECKS

♠ Spade (S♠)	Reflex, speed, instinct; rushed, delayed, misled.
♥ Heart (H♥)	Intuition, daring, presence; panicked, ruined, ignored.
♦ Diamond (D♦)	Precision, focus, knowledge; uncontrolled, surprised, uncertain.
♣ Club (C♣)	Grit, power, determination; crushed, exhausted, defeated.

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

Trait Keywords

Some Traits have underlined keywords which have special meanings and rules.

Playing Cards

- Draw and play one (1) card from the deck for each rank in a relevant Trait.
- 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 choose to stop or run out of cards.

The Outcomes

Total	Outcome	
3+	Superb	Success with an immediate advantage.
2	Success	Success without any complications.
1	Messy	Success, but the character gains one (1) Strain.
0	Poor	Success is possible but the character gains one (1) Strain.
-1	Bad	Success is unlikely and one (1) Hit is inflicted.
-2 (or less)	Dismal	Success is next to impossible and two (2) Hits 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 is Wounded, or two (2) additional Strain if your character is Severely Wounded.

REST

Rest		Hand Size	Strain Left
Half	Enough safety to eat a quick meal or take a similar level of rest.	Three (3)	One (1)
Full	Enough to rest, but enough of a delay to cause problems.	Five (5)	Zero (0)

Hits

- After *one* (1) Hit, the character is **Wounded**.
- At *three* (3) Hits, the character is **Severely Wounded**.
- At *five* (5) Wounds the character sustains a *Scar*.
- If the character *suffers more than five* (5) Wounds, they are on the *Brink*.

Healing Wounds

- If a character is *only Wounded*, a *Full Rest* will *heal one* (1) Wound.
- If a character is *Seriously Wounded*, *one* (1) *Serious Wound* requires a *Full Rest* and a *Check* to *apply medical aid*.

COMBAT

Combat Checks are *no different than regular Checks*, but the GM might sometimes *require* a Trait with the combat keyword, usually when a character is *fighting* a character that has a combat Trait.

The combat keyword also includes a *focus* (in parenthesis), and the GM may *increase the difficulty* of a Check if an action does not fit the *focus*.

MAGIC

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

- Ritual magic requires a *prepared body*, like a *ritual circle* or *consecrated sacrifice*. Preparing a body takes *time*, but it can be *rushed*.
- Evocation channels magic through the *caster's body*. This allows a caster to shape effects by *simply concentrating and speaking* a rite, but it *always causes one* (1) *extra Strain after the Check* (even if they *succeed*). However, evocation rites can be cast as a ritual instead.
- Psychic evocation *also* channels magic through the *caster's body*, but *without* a spoken component, and the effects are usually *instant*. Psychic rites still cause *one* (1) *extra Strain after the Check* (even if they *succeed*), but psychics *cannot* inscribe their rites as a *ritual*.

Magic keywords *augment* Traits and are *optional*, so a *Surgeon* Trait with the ritual keyword means that a character can operate on a patient using *conventional* means, but they can *also* use ritual magic to help heal their patient.