

Deck Aid

This is an optional system I created to help the GM. Take a regular deck of playing cards and use it instead of dice and a lot of tables.

Personality System

Take a deck of cards and use them as an instant personality system.

Red cards are hostile. Black are neutral.

Face cards are leaders. Numbers are followers. The higher the number, the higher in an organization.

Suits

Hearts - Red - hostile for emotional reasons

Diamonds - Red - Greedy

Clubs - Black - Warriors/Guardians

Spades - Black - Down to earth

Instant Villagers

Face cards are shop owners and the mayor, the higher the number, the older

Suits

Hearts - Spouses and children to other villagers

Diamonds - Merchants

Clubs - Warriors

Spades - Farmers

Random Encounters

Use the Instant Villagers if it is a safe area. Use this if not. Face cards are Bosses. The number is the general threat with 1-5 lower than your level, 6-10 same as your power level, and Face cards higher.

Suits

Hearts - Raging warriors

Diamonds - Bandits

Clubs - Soldiers

Spades - Conscripts

Monsters

Adjust this for your campaign and location. Face cards are larger monsters of this type. The number is the general threat with 1-5 lower than your level, 6-10 same as your power level, and Face cards higher.

Suits

Hearts - Raging beast

Diamond - Goblin

Clubs - Orks

Spades - Zombies