Gambling Encounters

The following rules can be used to simulate one round or hand of the setting's most popular form of card-gambling. In gambling encounters, players attempt to develop a hand of 20 points, similar to Blackjack. Players are dealt cards from a main deck, with cards numbering from 1-10. Players initially receive 2 cards and then may choose to take more cards, one at a time, in turns. The game is played between a player and a dealer (usually a PC and the GM).

1. Each player submits a wager and both wagers go into the pot.
2. Players usually play a "best-of-three" set of hands, with the winner taking the pot.
3. Use a simple Cool check to establish a base dice pool (both player and dealer).
4. To cheat, a character instead uses their Deception or Skulduggery skill pool for the test. This becomes an opposed check against Discipline or Perception. On a Despair (⊗) symbol, the PC is caught cheating, and gambling immediately stops to resolve the discovery. Threat (�) on this check should be treated as extra Success (✵) for the dealer.
5. The player rolls the dice pool. This dice pool will be used to determine the player's Side Deck, which they can use to modify the cards they are dealt.
6. Whoever has fewer, player or dealer, will be dealt first in the first hand. First deal then alternates back-and-forth.
7. The player builds their Side Deck, as determined below. One card from the player's Side Deck may be played on each hand to modify the final result. *(Ex: A +3 card can be played on a hand of 16 to turn it into 19, while ±2 can turn an 18 into either a 20 or a 16.)*
8. The player and the dealer are dealt cards in turn, one-at-a-time. Either the player or the dealer may choose to "hold" at any point (after the first two cards) and not be dealt any more cards. Roll a d10 to determine which card, 1-10, is dealt. *(1=1, 2=2, etc.)*
9. The player closest to 20 points without going over wins the hand. In case of a tie, no one wins –the hand is replayed.
10. If a player is dealt nine cards without exceeding 20, they automatically win the hand (even if the other player has 20 exactly).

Spending Results in Gambling

Results	Interpretations
⋀	Player may add a +3 card into their Side Deck.
⋀ ⋀	Player may add a +/- 2 card into their Side Deck.

⋀ ⋀ ⋀	Player may add a +/- 5 card into their Side Deck.
✳	Player may add a -X card into their Side deck, which allows the player to turn any card in their hand into a negative card. Triumph (✳) may also be spent on any of the Advantage (⋀)-based cards.