D20 Cards v1.5

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Welcome to d20 Cards v1.5, a system that replaces d20s with cards drawn from a standard deck of cards. Each time you would normally roll a d20, you instead draw two cards and use them to determine the result of the action. The card system is a little different but the odds are roughly the same.

There are two ways to include this system in your games. Everyone can use the card system or individual people can choose to use it by taking the d20 card feat or prestige classes.

Basic Rules

Basic Mechanic: You draw two cards and add their value together instead of making a d20 roll. Whenever you draw a face card, a Jack, Queen or King, discard it and draw another card. Once used in this way, discard these cards.

Threat (Optional): The odds of getting a 20 or a 1 is less with the cards, so a total of 18, 19 or 20 on the cards is considered the same as a natural 20 on the die for threats on attacks and automatic successes on saving throws.

The next numbers continue consecutively at a 1 to 1 basis. A total of 17 on the cards is considered a natural 19. A total of 16 is considered a natural 18 and so forth. This is important for the Improve Critical feat.

Fumble (Optional): A total of 1, 2 or 3, on the cards, is considered the same as a natural 1 on the die. The attack is an automatic miss, additional negative effects may occur on saving throws and so on.

Critical: If you threaten on an attack, you draw two more cards to make another attack roll to determine if it is a critical hit or not.

Face Cards: Face cards have no use in the basic system but there are feats and abilities that take advantage of their presence in the deck.

Advanced Rules

All of the following rules are optional.

Combat Draw: At the beginning of each combat round you draw two cards for each attack you are going to make. If you draw more than two cards, you must use a full attack action (you cannot change your mind after the fi rst attack). You decide which cards to use for each attack. This allows for a certain amount of strategy.

Discard: At any time you may discard two cards and draw one. You can only get a 1-10 with this result (an Ace is a natural 1) but this might be better then what you drew with the original two cards.

Combat Discard: You can 'discard' from a 'combat draw', more then once if you wish, as long as you still have two or more cards in your hand. Discarding will reduce the number of attacks you are able to make but you still must use the full attack action even if you are left with only one attack. You must use two cards for each attack, unless you have an odd number of cards. In this case the last attack uses one card just like a Discard.

Joker (Wild and Reshuffle): The joker can be any card you wish. Once the hand with the Joker has been played and the round is over, the player's deck is shuffled.

Joker (General)

You can save Jokers to use later.

Prerequisites: d20 cards.

Benefit: When you draw a Joker, you can put it aside. The hand you removed it from uses one less card. The joker is not replaced. Any time before you reshuffle your deck, you can replace any card just drawn with the Joker.

Jack (General)

You gain bonuses from Jacks.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a Jack, add a +1 luck bonus to the total if it is an attack roll.

Queen (General)

You gain bonuses from Queens.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a Queen, add +1 luck bonus to the total if it is for a saving throw.

King (General)

You gain bonuses from Kings.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a King, add +1 luck bonus to your damage if it is for an attack roll and you hit.

For The Mathematicians

The odds of drawing cards as opposed to rolling a 20-sided die...

No % Odds Odds in 20

No	% Odds	Odds in 20
1	0%	0 in 20
2	1%	0.2 in 20
3	2%	0.4 in 20
4	3%	0.6 in 20
5	4%	0.8 in 20
6	5%	1.0 in 20
7	6%	1.2 in 20
8	7%	1.4 in 20
9	8%	1.6 in 20
10	9%	1.8 in 20
11	10%	2.0 in 20
12	9%	1.8 in 20
13	8%	1.6 in 20
14	7%	1.4 in 20
15	6%	1.2 in 20
16	5%	1.0 in 20
17	4%	0.8 in 20
18	3%	0.6 in 20
19	2%	0.4 in 20
20	1%	0.2 in 20

Plot Cards (Face Cards)

♣ Jack

(Judas Maccabeus, or Lancelot)

The Jack of clubs

♣ Queen

(Argine -possibly an anagram of regina, which is Latin for queen, or perhaps Argea, wife of Polybus and mother of Argus)

♣ King

(Alexander the Great)

♦ Jack

(Hector)

♦ Queen

(Rachel -either biblical, historical, see Charles above,
or mythical as a corruption of the Celtic Ragnel, relating to Lancelot below))

♦ King

(Julius Caesar)

♥ Jack

(La Hire -comrade-in-arms to Joan of Arc, and member of Charles VII's court)

♥ Queen

(Judith)

♥ King

(Charles -possibly Charlemagne, or Charles VII, where Rachel would then be the pseudonym of his mistress, Agnès Sorel)

♠ Jack

(Ogier the Dane/Holger Danske -a knight of Charlemagne)

♠ Queen

(Pallas)

♠ King

(David)