

## Sketch Heroes Card Game

### Expanded Rules, Examples and Notes:

These are the expanded rules of the Sketch Heroes Card Game found at:

[http://www.glennspace.com/sketch\\_heroes](http://www.glennspace.com/sketch_heroes)

#### Contents

- a) Saving your Sketch Heroes Cards
- b) Examples
- c) Creating your cards
- d) Playing the game: Basic rules
- e) Expanded rules


#### a) Saving your Sketch Heroes

- 1) Hold your "Alt" Key (bottom left) and press the "Print Screen" Key (Top Right) on your Keyboard. (Alternatively just press your "Print Screen" Key). This has now copied a screen shot into your computers memory
- 2) Open a graphics program and select File and New image.
- 3) Select Paste (or "Ctrl" and "V" Keys).
- 4) Edit the image as necessary (crop or resize it)
- 5) Select File and Save.

#### b) Examples

Example card :

Sketch Heroes		the trading card game	
Name: Sgt Squiggle			
<b>Scores:</b>			
Mental:	3	Physical:	7
Fighting:	7	Psychic:	2
Health:	6		
<b>Special Abilities:</b>			
Shooting	+ 1	to	Fighting
Knife Attack	+ 1	to	Fighting
Resist damage	+ 1	to	Health
	+	to	
	+	to	
<b>Equipment:</b>			
Gun	+ 1	to	Physical
Truncheon	+ 1	to	Physical
	+	to	
	+	to	
	+	to	

Sketch Heroes		the trading card game	
			
Draw your picture above...			
Description:			
He's an insane war veteran			
© GLENN HERBERT 2008			

#### c) Create your cards

1) Sketch your hero in the box available. Think up a name and make up any Special Abilities (including skills and powers) and Equipment (including weapons, armour etc) used by your Sketch Hero character. Create a description of the hero.

2) Divide 20 points between your 5 scores: Mental, Fighting, Physical, Psychic and Health.

Divide another 5 points between your Special Abilities and Equipment, each apply bonuses to one of the 5 main scores.

No single score can go over 10 or be under 1 point.

3) Create as many cards as you like. Each player starts with an equal number of cards to play.

#### d) Playing the game: Basic rules

1) Both players choose a card from their decks and show only the picture side of the card to the other player.

2) Both players choose pieces of Equipment and/or Special Abilities to apply bonuses to Mental, Fighting, or Health scores and inform each other of their choices.

3) The highest Mental score on the 2 cards decides who will go first. This is done only once in the fight. If the scores are ever tied flip a coin. The correct guess succeeds.

4) Whichever player goes first is the Attacker. The other player is the Defender.

5) The Attacker must now announce if the attack is Physical or Psychic and which Physical or Psychic Special Abilities and Equipment items will be used.

6) Both players now tell each other their total Fighting scores.

(a) If the Attacker's total Fighting score is equal to or lower than the Defender's total Fighting score, then the Attacker must flip a coin, if guessed right the

Attacker hits (go to 7).

If guessed wrong, the Attacker misses or is dodged or blocked (go to 8).

(b) If the Attacker's total Fighting score is higher than the Defender's total Fighting score then the Attacker has a second chance of hitting and flips 2 coins. If either coin is guessed right then the Attacker hits.

(c) If the Attacker's total Fighting Score is double or more than the Defender's total score, then the Attacker hits automatically.

7) If the Attacker hits then the Defender must deduct EITHER the Attacker's Physical or Psychic score from their Health (depending on which was chosen). The chosen Physical or Psychic Special Abilities and Equipment items are now used to boost damage.

8) The Defender now attacks the other player as in step 2 (for a new round) and this repeats until one card goes down to 0 Health. This card then goes to the discard pile and both players can choose a new card.

9) The winner is the player with cards left at the end.

10) After the game: trade, swap and exchange cards !!

## e) Expanded rules (and notes)

"Hero Stories". One player is the "Narrator" holding the Map and Encounter cards. Players can have more than 1 Hero card and play through a brief story told by the Narrator.

### 1) What your Scores represent:

**Mental** = intelligence, initiative, sanity, wisdom, knowledge, speed of thought, senses.

**Fighting** = Brawl, swordsmanship, marksmanship, dodge, parry, block, punch, kick etc. Your overall skill in your fighting style.

**Physical** = Ability to do physical damage to others (including the ability to use guns or other weapons), strength, endurance, dexterity etc.

**Psychic** = Ability to do Psychic damage to others, mystical power, magic ability, will power, spirit, spiritual energy etc.

**Health** = Ability to resist damage, constitution, ability to resist diseases or poison etc.

**Special Abilities** = Skills, magic or super powers that apply bonuses to the above 5 scores.

**Equipment** = Any weapons, armour, tools that usually apply bonuses to the above 5 scores.

Scores are always going to be approximations and are purely representational of a Character's strengths and weaknesses.

### 2) Special Abilities and Equipment usage:

These usually provide a bonus to one of your; Mental, Fighting, Physical, Psychic or Health scores. The scope, limitation and when they can be used is determined by the name of your Special Ability or piece of Equipment e.g. "Super Hearing" gives a Physical bonus when listening only and "Rope Equipment" gives a Physical bonus when climbing only etc.

Special Abilities and Equipment only ever apply a bonus to ONE Main Ability (Mental, Fighting, Physical, Psychic or Health scores). Special Abilities such as "Martial Arts" could apply bonuses to 2 or more Main Abilities e.g. to Physical or Fighting. In this case you must choose which Main Ability Score the Special Ability applies a bonus to. e.g. "Martial Arts Physical" or "Martial Arts Fighting", but these are treated as 2 separate Special Abilities.

Some "Non-bonus Equipment" have a minor effect e.g. Mobile phones, note pads, maps etc. These do not provide any bonuses to any scores.

"Non Combat" Equipment and Special Abilities CAN NOT apply bonuses to your Main Ability scores when fighting and it's your Narrator that decides what can and can not help you in a fight. E.g. The "Super Hearing" Special Ability can apply a bonus when listening but provides no bonus in combat. These abilities or items are usually successfully used by completing a task or beating another player's score (see 6 below).

Some Special Abilities and Equipment can be used in both "combat" and Non Combat" situations. E.g. Telepathy can cause damage and extract info.

There are only a few slots available on the cards for Special Abilities and Equipment but additional ones can be added to the Character's description or onto the back of the card. Further description and notes on the hero can also be added to the back of the card.

Part of the Equipment score also represents a user's proficiency in using the item.

Weapons are listed as Equipment. They only ever apply bonuses to your Physical or Psychic scores when fighting, as damage.

The bonus score represents your ability to do additional physical or psychic damage with the weapon and this can be increased with Experience (see below).

Any amount of weapons, special abilities or

pieces of equipment item can be used at any one time in combat to boost damage, in a round but within reason. Only 2 weapons can usually be held, for instance.

Weapons do have a base score. This score represents the bonus to Physical or Psychic scores that an untrained Hero will gain by just picking one up. Generally Pistols and bladed weapons give a +1 to your Physical score, rifles give a +2, for instance. Experience raises the damage score.

Your main Fighting score represents your overall skill in your fighting style, including tactics and your chance of hitting an opponent with your most used weapons.

Armour. This is a piece of equipment and is a bonus to Health, representing the action of raising a shield, ducking or turning body armour to face incoming bullets, holding up gauntlets to protect yourself etc.

### 3) Healing and Health:

You regain 1 point of Health a day naturally, after sleeping. Someone with the Healing Special Ability allows you to regain the Health score equal to their score in their Healing ability per day.

0 Health means you are stunned or unconscious, the character card is put to one side or into a "discard pile". -5 Health means you are dead. You can never re-use this character card again.

Your card has a chance of regaining consciousness each round. Any card below 0 and above -5 Health flips a coin, if guessed correctly they're back in the fight, but still with the same critically low health. Any further damage and the card is again unconscious.

### 4) Judging, Experience and Advancement:

One player becomes the Narrator in a game, who becomes a "Game master", setting scenarios, adventures and also sets tasks and achievements for the heroes.

You receive 1 Experience Point for every enemy defeated or difficult task completed. 100 Experience Points gives you an extra 1 point in your chosen Main Ability Score, Special Ability or to upgrade a piece of Equipment. You can also create new Special Abilities or gain new Equipment if your Narrator allows (you may need someone to train your Hero) .

Experience can only be spent at the end of a game.

### 5) Tasks:

Your Sketch Heroes Character needs to do a

task, perhaps climb, run, resist poison, program a computer. Firstly the appointed Narrator sets a difficulty for the task between 1 and 20. 1 is instant success 20 is near humanly impossible.

Some difficulties may be over 20 if they are deemed to be super human, unearthly feats.

The Narrator must also decide which Score the Task applies to. Climbing and Running is a Physical Task, Programming a computer a Mental one and resisting Poison a Health Task.

Some tasks like persuasion (Mental), running against someone (Physical) or invisibility (Mental) will succeed only if they beat the other person's related total score and it's this that is the difficulty.

You can apply any relevant Special Ability or Piece of Equipment to use as a bonus to your relevant score in an attempt to succeed. If you exceed the difficulty of the task you succeed.

If you have a Total Score equaling the difficulty or if the Narrator believes there's a "chance of success" flip a coin, if you guess right you succeed.

Fighting has a greater margin for chance. You even have a chance to hit an opponent if your Fighting score is substantially less than that of the Defender's score. Normal tasks are usually a direct contest of skill rather than the heroic, adrenaline fuelled luck of fighting.

### 6) 10 Scores and super powered scores:

Mental, Fighting, Physical, Psychic and Health never usually go above 10. Neither, normally, do your Special Abilities or Equipment scores. 10 is the ultimate score for a human or humanoid being. Obviously your Equipment and Special Ability bonuses can push your Main Ability scores above 10 representing Super Human achievement.

E.g. Fred has 7 Physical Score he has Super Strength as a Special Ability providing + 5 to his Physical Score. When he uses this Special Ability his Physical score rises to 12.

If a Narrator allows, any ability, equipment or special ability score can go above 10 points. This represents truly unearthly, super human powers, weapons and equipment. An increase in task and opponent difficulty is likely at this point.

### 7) Difficult fighting conditions and making it difficult to be hit:

If fighting conditions are hard or if your opponent (or you) makes it difficult to be hit then the Narrator will insist the Attacker's Fighting Score beats a difficulty score (between 1 and 20) before you both compare total

Fighting Scores, to see who has the highest. If a Special Ability or Piece of Equipment is used to beat the difficulty then they can not be used further in the combat round.

- ✍ **Difficult Fighting conditions include:** poor weather, poor visibility, darkness, distractions etc. The difficulty rating will reflect the severity of the conditions.
- ✍ **Making it difficult to be hit:** Being behind cover, heavy foliage, camouflage.

If there is a combination of both the above types of difficulties then the Narrator combines the 2 into one Difficulty score. If you exceed the difficulty of the task you succeed. If you have a Total Score equal to or within 2 points of the difficulty flip a coin.

If the fighting conditions improve or if the things making the fight difficult are removed or reduced, then the difficulty score will obviously go down.

### 8) Psychic Boost:

By permanently deducting at least 1 point of your Psychic Ability you can add the deducted score to ANY one Ability Score as a one off boost. This can be done at any time. You gain one point of Psychic Score back every day after sleeping.

### 9) Escape:

The Character escaping from a fight must have a higher Mental score than their opponent, otherwise they will lose the initiative and be caught. You can escape at any point in a round but bonuses from Special Abilities can only be applied at the beginning of the round.

If the Character is successful at escaping, their Character card cannot be used while combat continues and the card will go to an "escape" pile until fighting stops. The card then can be returned to the player.

### 10) Vehicles:

These play with exactly the same rules as Character cards. However, rather than have Health, vehicles have Armour. Mental score is replaced with Speed and vehicles do not usually have Psychic scores.

All Vehicles scores have no upper limit and can start above 10. You can now make your own Sketch Heroes vehicles!

If a vehicle is reduced to below 0 Armour it is destroyed. All Characters inside are killed. Characters can try and escape from a vehicle if there is the equipment or opportunities to do so (escape pods, ejector seats, opportunity to jump from car) but they must succeed in a

Mental task with a set difficulty (see tasks above) to escape successfully.

Vehicle Upgrade Points are awarded in a similar way to experience Points. 1 Point is given to the Vehicle for every enemy defeated or difficult task performed with the vehicle. 10 Upgrade Points gives you an extra 1 point in one of the vehicle's Main Ability scores, special abilities or to upgrade a piece of equipment. Upgrade Points represent an increase in the crew, user or pilot's skill and in the use and equipping of the vehicle. Upgrade Points can be distributed amongst any of the scores but only at the end of a game.

All Vehicle cards require at least 1 Hero card to command them. Any other crew is included in the card's cost.

If the Pilot, user or driver of the vehicle does not have a Special Ability relating to piloting or driving the vehicle, then it's Fighting Score is reduced by half. The Hero must also succeed in a Mental task each round or crash or harm themselves, with the difficulty set at the Narrator's discretion (see tasks above). Any damage caused by crashes etc. is also at the Narrator's discretion. A character can gain new Special Abilities in driving, piloting or using vehicles from Experience points and with someone to train the character.

A Character's Special Ability in the use of the Vehicle card is also used to succeed in Tasks, such as difficult maneuvers or complex actions.