

Three Dragon Ante Tournament:

Welcome to the first in-character Tournament for Three Dragon Ante! You'll be using all the traditional Three Dragon Ante rules, and adding in a version of the "Roleplaying Rules" described below. You're welcome to compete as your own character, a new character built just for today, or to use one of the suggested character combinations. You're also welcome to not select abilities at all, but that may leave you at a disadvantage.

Basic Roleplaying Rules

At the start of a new game, each player gets an Ability Disk and places it in front of them, Ready side up. You can use an ability when events in the game match that ability's Trigger. When you do, flip your disk over to the gray side to show that it has been expended. You cannot use abilities while your Ability Disk is expended. You can flip your Disk back to its Ready side by scoring a special flight (Color Flight or Strength Flight). Abilities are not hidden information—you should make it clear which abilities you have access to, and should answer any questions about them truthfully.

Abilities all have different pre-requisites and triggers, and some have additional twists, but they generally fall into two categories:

Card Draw Abilities: Draw two extra cards

Card Denial Abilities: A player who has paid to buy new cards only fills their hand to 3 cards, instead of 4.

Selecting Powers

If you just want to dive in, we suggest selecting one of these character combinations:

Drow Rogue

Card Draw: Versatile Trickster

Dragonborn Fighter

(Player chooses their color!)

Card Draw: Draconic Ancestry

Card Draw: Desperation

Gnome Bard

Card Denial: Cutting Words

Card Draw: Fast Hands

Half-elf Paladin

Card Draw: Inspiring Leader

Half-Orc Barbarian

Card Draw: Getting Angry Now

Card Draw: Desperation

Halfling Rogue

Card Draw: Gambling Background

Human Cleric

Card Draw: Blessing of the Trickster

High Elf Wizard

Card Denial: Mystic Discouragement

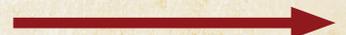
Card Draw: Practice Counts

Wood Elf Ranger

Card Draw: Desperation

Card Draw: Practice Counts

If you want to use your own character, you can select abilities from the lists on the back side. In order to maintain balance, you may pick either one ability from the A list, or two abilities from the B list. Your character must also have the listed pre-requisites. Remember that even if you select two abilities, you can still only use one at a time, and will need to score a special flight and flip your token back over before using the other. Some abilities may have additional restrictions.



A-list (you may pick one, and zero from B-list)

Blessing of the Trickster (Card Draw)

Pre-requisite: Your PC has the Trickery Domain.

Trigger: The opponent to your left wins a gambit.

Inspiring Leader (Card Draw)

Pre-requisite: You PC either has a Charisma score of 16+ OR is Good-aligned..

Trigger: You play the lowest or tied for lowest ante card.

Twist: After you draw your two bonus cards, each of your opponents draws an extra card!

Gambling Background (Card Draw)

Pre-requisite: You convince the GM that your PC's background qualifies them an experienced gambler. Not necessarily a skilled gambler, but experienced!

Trigger: Your ante card at the start of a gambit is four or more points higher than the next-strongest ante card.

Versatile Trickster (Card Draw)

Pre-requisite: Your PC is a rogue (or other hero!) with the Arcane Trickster archetype.

Trigger: After you buy cards.

Mystic Discouragement (Card Denial)

Pre-requisite: Your PC can cast at least one enchantment spell.

Trigger: An opponent who has won at least one gambit this game is buying cards.

B-list (you may pick two, and zero from A-list)

Desperation (Card Draw)

Pre-requisite: You make a convincing case to the GM that you feel like your character can't afford another loss.

Trigger: You end a gambit with single digit gold.

Twist: You can only use your Desperation ability once per game. (Use only once per game in tournament play)

Draconic Ancestry (Card Draw)

Pre-requisite: Your PC is a dragonborn.

Trigger: You play two cards in the same gambit that match your dragon ancestry. For example, if you're a dragonborn with red dragon ancestry, you can use this ability to draw two extra cards the moment you play your second red dragon in a gambit.

Twist: You only get to draw 1 extra card, not two, because you're already close to making a color flight and recharging your 3DA Ability!

Fast Hands (Card Draw)

Pre-requisite: Your PC is proficient in the Sleight of Hand skill.

Trigger: You steal gold from the stakes.

Twist: You only get to draw 1 extra card, not two. But you do steal 1 extra gold!

Practice Counts (Card Draw)

Pre-requisite: You own a Three-Dragon Ante deck. Yes, we mean either you the PC, or you the player!

Trigger: At least two opponents have their ability disks flipped to the Ability Expended side.

Getting Angry Now (only in tournament rules)

Pre-requisite: Strength 16+

Trigger: You just lost a gambit with the second-strongest flight, or tied for second.

Cutting Words (Card Denial)

Pre-requisite: Your PC has the bardic College of Lore Cutting Words feature.

Trigger: An opponent with a weaker flight than you is buying cards.