

A SOLO PRINT-AND-PLAY CARD ADVENTURE

SENT FORTH

A Journey of Faithful Service



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Deskatur.com | Playtest Edition v0.1

A real deck. A pencil. A journey of service.

October 2026 • One player • No custom cards required

Before you set out

You are a messenger serving scattered Christian communities in a fictional biblical-era setting. Carry letters, deliver provisions, and offer practical help. Each journey presents twelve missions. Your challenge is to choose resources that meet each mission's exact need.

What you need

A standard 52-card deck plus two Jokers; a pencil; your printed training and journey sheets; and up to six coins or small tokens for active abilities. Keep the quick reference nearby. The optional reflection prompts require no Bible knowledge to play.

Your objective

Complete all twelve Missions in one journey. A Mission succeeds only when you commit enough Resources **and** their total contribution exactly equals its Target. A missed Mission does not usually end the journey; an inability to meet Difficulty does.

Faith and the fiction: points track practical experience, not holiness. Training does not purchase salvation or God's favor. The face cards represent needs to serve, not people to attack. The scenes are fictional, not claims about specific biblical events.

Find it	Page
Setup / One mission / Special cases	3 / 4 / 5
Worked example / Twelve missions	6 / 7
Campaign / Training abilities	8 / 9-10
Mission Day standalone mode	11
Quick reference / Table layout	12 / 13
Messenger record / Journey log / Mission Day log	14 / 15 / 16

Design credit: inspired by the card-challenge system of Going Knowhere by Gregg Jewell. Sent Forth uses original setting text, missions, artwork, and a new twelve-ability training list. It is independent and is not presented as an official or endorsed edition.

Playtest note: this is a complete first playable edition. Examples and rules have been checked for consistency; campaign balance still needs table playtesting.

Prepare the journey

1. Choose your mode and training

For a first campaign, use page 8: receive **5 Experience** and buy training before dealing. For one standalone game, use Mission Day on page 11. Place a token on each active ability you own or selected. All begin ready.

2. Make the Mission deck

Separate the twelve Jacks, Queens, and Kings. Shuffle them into one face-down **Mission deck**. Set aside the two Jokers for now. Aces are Resource cards, not Missions.

3. Separate Supply and Complications

Shuffle all forty cards from Ace through 10. Deal **13 cards**, face down, into the **Complication deck**. The other 27 form **Supply**. Do not look through either deck.

4. Fill your Pack, then add setbacks

Draw six cards from Supply and arrange them face up in two rows of three. These are your **Pack slots**. If you own Pack Wisely, use seven slots and draw seven cards instead. Now shuffle both Jokers into the remaining Supply. Your starting Pack therefore has no Jokers.

5. Make space on the table

Leave room for the current Mission and its Complication(s), a face-down **Spent pile**, and a face-up **Completed pile**. The layout on page 13 shows their relationship. Keep your training record and tokens alongside the cards.

Starting-deck check: 12 Mission cards + 13 Complications + 6 Pack cards + 23 Supply cards = 54 cards. With Pack Wisely: 7 Pack cards and 22 Supply cards.

If a passive ability reveals a deck's top card, turn that card face up after setup and keep the next top card visible whenever the deck changes. Do not shuffle again unless a rule or ability tells you to.

Resolve one mission

1. Reveal and calculate

Reveal the next Mission. Draw one Complication beside it. **K♣ draws two Complications.** Read the Mission's scene on page 7, then calculate both requirements:

Mission rank	Base Difficulty	Base Target
Jack	1 card	11
Queen	2 cards	12
King	3 cards	13

Difficulty: base Difficulty + 1 for each Complication + 1 more for each Complication sharing the Mission's suit.

Target: base Target + the values of all Complications. A Complication Ace is 11; 2-10 use the printed number.

2. Choose your response

Use any eligible active abilities before committing, as their text allows. Select Resources from your Pack. Their card count must meet or exceed Difficulty. Their contribution must total **exactly** the Target. Resource Aces count as 1 unless an ability changes that.

Suit restriction: Resources sharing the Mission's suit count toward Difficulty but contribute **0** to the Target. The road situation limits that approach. Jokers cannot be committed.

3. Commit and resolve

If you cannot meet Difficulty after any abilities you choose to use, end the journey. Otherwise commit at least that many cards, even if an exact total is impossible. Discard all committed Resources to Spent.

Exact total: put the Mission in Completed; put its Complications on the bottom of Supply in any order.

Any other total: put the Mission and its Complications in Spent. The journey can continue.

4. Refill and continue

Draw from Supply into empty Pack slots, one card per slot. A drawn Joker stays face down in its slot and locks it. If Supply runs out, leave remaining slots empty. Then reveal the next Mission. After the twelfth Mission, end the journey.

Special cases, clearly answered

Do I have to reach the Target or beat it?

Reach it **exactly**. A total above or below the Target misses the Mission. Card count and contribution are separate checks: always check both.

Can a zero-contribution card help?

Yes. A restricted-suit Resource supplies one card toward Difficulty while contributing 0 to the total. It is spent when committed, just like other Resources.

What happens to a Joker?

When drawn into the Pack, turn it face down and leave it in that slot. It cannot be used as a Resource, voluntarily discarded, or exchanged with Repack. Accept Assistance can remove it. Ordinary refill never draws into a locked slot.

What if the deck runs out?

Do not reshuffle Spent. Refill as far as Supply permits. Successful Missions may put Complications back into Supply. If it is still empty, carry on with the Resources you have. End only when you cannot meet Difficulty or all twelve Missions are resolved.

Can I combine abilities?

Yes. Each active ability is usable once per journey. Use its token when you announce it; it is spent even if the result disappoints. Resolve effects one at a time. Before committing, apply Open Passage and choose Ace values, then Measure Carefully. An Extra Pair of Hands changes card count only.

When do I check for an early end?

After the Mission and all Complications are revealed, and after any pre-commit abilities you choose to use. An Extra Pair of Hands can satisfy a one-card shortfall. A Mission you cannot attempt earns no Experience and remains incomplete.

Can I abandon a journey?

Yes. Record the number already completed, collect that much Experience in campaign mode, and rebuild all decks for your next journey. Resources and used ability tokens never carry over.

Your first two missions

This is a teaching example, not a required opening deal. To reproduce it, set aside the listed cards before shuffling the remainder. The example uses six Pack slots and no abilities.

Mission 1: welcome the displaced

Mission: K♥. **Complication:** 4♣.

Pack: 2♠, 8♠, 7♣, 3♥, 9♦, 5♦.

The King's base Difficulty is 3. One Complication adds 1, so you need at least **4 cards**. The suits do not match, so there is no extra Difficulty. The Target is $13 + 4 = 17$.

Commit	Contribution	Card count
2♠	2	1
8♠	8	1
7♣	7	1
3♥	0: matches the Mission suit	1
TOTAL	17: exactly the Target	4: meets Difficulty

Put those four Resources in Spent. Put K♥ in Completed and 4♣ on the bottom of Supply. Keep 9♦ and 5♦ in your Pack.

Refill, including a setback

Suppose your four refill draws are 7♥, Joker, 4♠, and 2♦. Place the Joker face down in one of the empty slots. You now have five usable Resources and one locked slot: 9♦, 5♦, 7♥, 4♠, and 2♦.

Mission 2: find the safe footpath

Reveal J♠ with 3♦ as its Complication. Difficulty is $1 + 1 = 2$ cards; Target is $11 + 3 = 14$. Commit 9♦ and 5♦: two cards totaling 14. Neither matches spades, so both contribute normally. Complete the Mission and refill the two empty slots. The Joker's slot stays locked.

If you missed instead: a legal attempt totaling 13 or 15 would discard those Resources, the Mission, and its Complication. You would refill and continue. A missed Mission alone does not immediately end the journey.

The twelve missions

Use these scenes when each face card appears. They add meaning without extra rules. The face card's rank and suit still determine the numerical challenge.

Card	Mission	Your purpose
J♠	Find the Safe Footpath	Guide a traveler around a damaged road.
Q♠	Letters Across the Hills	Carry encouragement to a distant gathering.
K♠	Relief Beyond the Pass	Bring supplies to an isolated village.
J♣	Repair a Neighbor's Shelter	Help make a damaged home safe again.
Q♣	Prepare the Meeting Place	Make room for a community to gather.
K♣	Restore the Village Well	Organize help for a demanding shared task.
J♦	Carry the Shared Offering	Deliver provisions entrusted to your care.
Q♦	Supply the Long Road	Prepare a resting place for weary travelers.
K♦	Provision the Winter Store	Help a community prepare for lean days.
J♥	Bring Bread to a Household	Share a meal with a family in need.
Q♥	Accompany the Lonely Traveler	Help someone reach a welcoming home.
K♥	Welcome the Displaced	Prepare shelter for families far from home.

Complication prompts: ♠ difficult terrain; ♣ labor or repairs; ♦ supplies or transport; ♥ shelter or community needs. A matching suit means the same problem affects several parts of the task, so it adds another point of Difficulty.

Remember: K♣ always draws two Complications in the standard game. Mission titles and suit prompts never change card values or allow extra actions.

The Messenger's Journey

Campaign mode connects multiple journeys. Training remains with your messenger; the decks and Pack reset each time. There are no prerequisites, ranks, or hidden unlocks in this first edition.

Begin a new campaign

Write your messenger's name on page 14. Start with **5 Experience**. Before the first deal, spend any or all of it on abilities from pages 9-10. Buy each ability at most once. Pay its full cost immediately; unused Experience stays in your bank.

Suggested first purchases: Know Your Supplies (2) + Measure Carefully (3). You can see what Supply will offer next and have one chance to adjust a Resource by 1. For simpler play, buy Pack Wisely (4) and keep 1 Experience.

At the end of each journey

1. Count the face cards in Completed: your result is **0-12**.
2. Earn that many Experience, once, even after a missed or abandoned journey.
3. Add it to your unspent bank and record the result on page 15.
4. Buy new training if desired. Subtract each purchase from your bank and mark it on page 14.
5. Gather all 54 cards, rebuild the decks, and reset every active token for the next journey.

What persists?

Keep purchased abilities, unspent Experience, your log, and optional milestone checks. Use every purchased passive ability each journey; each purchased active ability gets one ready token. Do not carry over Pack cards, Completed cards, Jokers, or spent tokens. Training purchases are permanent and cannot be refunded.

Finish the circuit

Completing all twelve Missions in a single journey completes your campaign goal. Celebrate the service accomplished, record your journey number, then choose: continue with the same training, begin a fresh campaign with 5 Experience, or try Mission Day. Harder play is optional, never automatic.

Optional Rough Roads: for future journeys, make Complications with 16 cards and have every King draw two. All other rules stay the same. Record this mode separately; do not compare its results directly with standard journeys.

Training: lasting preparation

Passive abilities stay in effect throughout the journey. In a campaign, buy each once with Experience. In Mission Day, count its cost against your preparation budget.

01 Read the Road | Cost 2

Keep the top Mission card face up. After it leaves that deck, reveal the new top card. This gives information only.

02 Watch the Weather | Cost 2

Keep the top Complication card face up. After it leaves that deck, reveal the new top card.

03 Know Your Supplies | Cost 2

Keep the top Supply card face up, including a Joker. Revealing a Joker does not place it in your Pack; it only blocks a slot when drawn into the Pack.

04 Pack Wisely | Cost 4

Your Pack has seven slots instead of six. Draw seven starting Resources before adding the Jokers to Supply. Use the extra Pack space shown on the layout.

05 Flexible Provision | Cost 3

Each Ace Resource may contribute 1 or 11; choose separately each attempt. A restricted-suit Ace still contributes 0 unless Open Passage is used.

06 Familiar Errands | Cost 4

A Jack Mission has base Difficulty 0 instead of 1. Complications and matching-suit bonuses still add their normal Difficulty. Queens and Kings are unchanged.

No token is spent for a passive ability. Revealed top cards are still in their original decks; you cannot take or move them unless a rule allows it.

Training: help at the right time

Place one token on each selected or purchased active ability at setup. Remove it when used. It refreshes only at the next journey, not the next Mission.

07 Repack | Cost 3

After revealing a Mission and all its Complications, before committing: put any number of non-Joker Pack cards on the bottom of Supply in any order. Refill those empty slots from Supply. Newly drawn Jokers lock slots normally.

08 Find Another Route | Cost 3

After revealing all Complications, before committing: choose one Complication, put it on the bottom of its deck, then draw its replacement. Recalculate Difficulty and Target. If it was the only card, you draw it again. Other Complications stay.

09 Accept Assistance | Cost 4

Before committing: choose one Joker in your Pack, shuffle it into Supply, then draw one card into that freed slot. If you draw a Joker, it blocks the slot again. With no Joker in your Pack, this ability cannot be used.

10 Measure Carefully | Cost 3

While choosing your committed cards: increase or decrease one non-restricted Resource's contribution by 1, to a minimum of 0. Use this after choosing an Ace's value. It changes the total, not the number of cards committed.

11 An Extra Pair of Hands | Cost 4

While choosing your committed cards: one committed Resource counts as two cards toward Difficulty. Its contribution is counted only once. A restricted Resource can receive this effect and still contributes 0. Discard the actual cards normally.

12 Open Passage | Cost 5

Before committing: remove the current Mission's suit restriction for this attempt. Matching-suit Resources contribute their normal values. Matching-suit Complications still add their Difficulty bonus.

Mission Day

A standalone game with the same twelve Missions and turn rules. No campaign history is needed. Choose a small set of training abilities, play one journey, and record your result.

Build your preparation

You have a budget of **10 preparation points**. Choose abilities from pages 9-10 totaling 10 or less. No duplicates. Passive and active abilities both use their printed cost. Unspent points give no benefit and do not carry over. Use only your chosen abilities, even if you own more in a campaign.

Ready-made set	Abilities	Cost
The Careful Courier	03 Know Your Supplies; 05 Flexible Provision; 07 Repack; 02 Watch the Weather	10
The Neighbor's Helper	04 Pack Wisely; 09 Accept Assistance; 01 Read the Road	10
The Resourceful Steward	10 Measure Carefully; 11 An Extra Pair of Hands; 07 Repack	10

Play and record

Set up as on page 3. Give each chosen active ability one token. Resolve Missions normally. Your score is the number completed, from 0 to 12. Record ability IDs and the score on page 16. There is no Experience income or training purchase after a standalone game.

Optional three-journey challenge

Use the same ability set for exactly three fresh journeys. Reset all cards and tokens each time. Add the three results for a score out of 36. No upgrades between them. Compare future attempts using the same difficulty mode.

Optional reflection: Which choice made the best use of what you had? When did accepting help matter? What would you prepare differently next time? Reflection never adds or removes points.

These modes are deliberately separate: campaign Experience cannot increase a Mission Day budget, and Mission Day results do not add Experience to a campaign.

Quick reference

STEP	DO THIS
SET UP	Separate 12 face cards. Shuffle A-10; deal 13 Complications. Draw 6 Pack cards (7 with Pack Wisely). Shuffle both Jokers into remaining Supply. Ready active tokens.
REVEAL	One Mission + one Complication. K♣ gets two.
DIFFICULTY	J = 1, Q = 2, K = 3; +1 per Complication; +1 more per matching-suit Complication.
TARGET	J = 11, Q = 12, K = 13; add Complication values (Ace = 11).
RESOURCE VALUE	A = 1, numbers = printed value. Matching Mission suit contributes 0, but still counts as a card.
ATTEMPT	Use abilities at their stated time. Commit at least Difficulty cards and aim for exactly Target. Jokers cannot be committed.
SUCCESS	Discard committed Resources. Collect Mission in Completed. Put Complications on bottom of Supply.
MISS	Discard committed Resources, Mission, and Complications. Continue if you can.
REFILL	Fill empty slots from Supply. Jokers lock their slots. Do not refill locked slots. Never reshuffle Spent.
END	After all 12 Missions, or when you cannot meet Difficulty after chosen abilities. Count Completed, 0-12.
CAMPAIGN	Add Completed count to Experience bank once. Buy training between journeys. Reset all cards and tokens.
MISSION DAY	Score Completed count only. No training purchases or Experience between games.

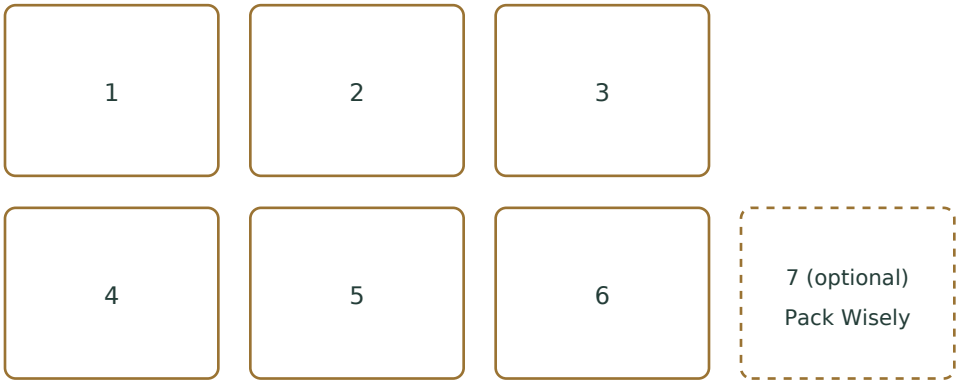
Two checks, every time: enough cards? Exact total?
Too few cards ends the journey. A wrong total misses that Mission.

Arrange your table

Place the real cards on your table in this arrangement. This diagram is a compact reference, **not a full-size playmat**. Leave extra room for K♣’s second Complication and overlapping piles.



YOUR PACK / six slots, face up



Optional seventh slot: use only with Pack Wisely. A Joker stays face down in its Pack slot; do not cover it with a new Resource.

SUPPLY	SPENT	COMPLETED
Resources + Jokers. Draw to refill the Pack.	Committed Resources and missed Missions/Complications. Face down; no reshuffle.	Successful Missions only. Face up; count at the end.

Beside the layout: your Messenger Record or Mission Day Log, the ability reference pages, and tokens for ready active abilities. Move used tokens away from the ability to avoid using it twice.

Messenger record

Messenger name: _____

Campaign started: _____ Circuit completed on journey: _____

Experience: start with 5. Track earnings and purchases in the Journey Log. Current unspent bank: _____

Owned	ID / Training	Cost	Kind / ready token
☐	01 Read the Road	2	PASSIVE
☐	02 Watch the Weather	2	PASSIVE
☐	03 Know Your Supplies	2	PASSIVE
☐	04 Pack Wisely	4	PASSIVE
☐	05 Flexible Provision	3	PASSIVE
☐	06 Familiar Errands	4	PASSIVE
☐	07 Repack	3	ACTIVE ○
☐	08 Find Another Route	3	ACTIVE ○
☐	09 Accept Assistance	4	ACTIVE ○
☐	10 Measure Carefully	3	ACTIVE ○
☐	11 An Extra Pair of Hands	4	ACTIVE ○
☐	12 Open Passage	5	ACTIVE ○

Check an Owned box only after paying the full cost. Mark an active circle when used and erase it next journey, or track ready abilities with labeled tokens beside this sheet. Refer to pages 9-10 for effects.

Optional milestones - no mechanical reward

- ☐ Complete your first Mission. ☐ Complete 6 in one journey.
- ☐ Complete a journey with a Joker still in your Pack.
- ☐ Complete all twelve Missions in one journey.

Journey log

Messenger: _____ Starting bank on this sheet: _____

Record initial purchases as journey 0 with 0 earned. Carry the final bank forward when starting a new sheet.

Journey / date	Completed = XP earned	Training IDs bought	XP spent	Bank after

Bank after = bank before + earned - spent.

Count each completed face card once. Do not add missed Missions. Never spend more than your bank. Starting 5 Experience is awarded once per campaign.

Mode used: ☐ Standard ☐ Rough Roads | Notes / reflection:

Mission Day log

Player: _____ Date: _____

Mode: ☐ Standard ☐ Rough Roads

Prepare your ability set

Chosen ability IDs: _____

Total cost (maximum 10): _____ Set name: _____

Ready tokens: write an active ability ID above each circle you need.

ID: _____



ID: _____



ID: _____



ID: _____



ID: _____



ID: _____



Record your journeys

Journey	Completed (0-12)	One choice to remember
1	_____	_____
2	_____	_____
3	_____	_____

Optional three-journey total (0-36): _____

Use the same ability set for all three; refresh tokens each time.

Reflect, if you wish

Where did preparation help? What would you try differently?

No campaign Experience is earned here. To try a different ability set, start a fresh Mission Day sheet. Ordinary single games need only the first row.