

Elethay Priestess

Boon



STR 0
COR 0
DEF +1
SPD 0
WIS 0
HP +4
CAP 0

UNIVERSAL Anchor 0/P

Must have the Elethay Acolyte or Temple Speaker background or Card to earn this Boon. An Elethay Priestess has completed her Earth Quest and has become a full Priestess of Elethay. The Priestess gains a +2 bonus on all knowledge rolls regarding the Earth Mother. When dealing with Elethay worshippers, a Priestess gains a +2 persuasion bonus.

*"Blessed be the Earth Mother in all her forms."
- Kristen Foxfire*

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Elethay Priestess

Mentor

Boon



UNIVERSAL Anchor 0/P

Play to teach one person one Anchor or Boon that the Mentor knows and has approval of the GM to teach. This process takes one week of concentrated effort by the student and the Mentor. To teach multiple students the Mentor must have multiple Mentor Boons. Mentors are limited to WIS of Mentor Boons.

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Mentor

Speak Common Language

3



UNIVERSAL/ Anchor 0/P

Contests are at +3 vs. difficulty. Language contests are only made in stressful situations. Common languages are difficult to learn properly and must be learned from a mentor. A player should note the specific language skill on the character sheet. Learned with GM agreement.

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Speak Common Language

Read and Write Common Language

3



UNIVERSAL Anchor 1/P

Contests are at +3 vs. difficulty. Language contests are only made in stressful situations. Common languages are difficult to learn properly and must be learned from a mentor. A player should note the specific language skills on the character sheet. Learned with GM agreement.

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Read and Write Common Language

Read and Write Ancient Language

4



UNIVERSAL Anchor 1/P

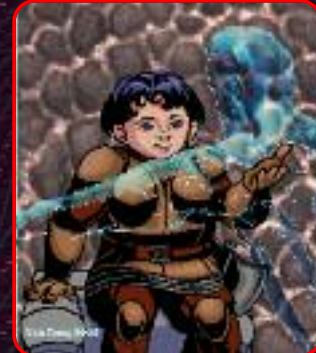
Contests are at +3 vs. difficulty. Language contests are only made in stressful situations. Ancient languages are obscure and difficult to learn properly and must be learned from a mentor. A player should note the specific language skills on the character sheet. Learned with GM agreement.

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Read and Write Ancient Language

Speak Ancient Language

4



UNIVERSAL/ Anchor 0/P

Contests are at +3 vs. difficulty. Language contests are only used in stressful situations. Ancient languages are obscure and difficult to learn properly and must be learned from a mentor. A player should note the specific language skill on the character sheet. Learned with GM agreement.

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Speak Ancient Language

Fear of Taurs

+3



UNIVERSAL Anchor, Flaw 0/P

The character with this flaw is -4 in all contest or combat rolls against any taur like creatures. When the character encounters such creatures, the GM may require a contest roll. If the player fails, the character flees.

"I once knew an unobservant elf who thought every madspawn was a taur. He ran a lot." Tasha

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Fear of Taurs

Summer Celebration

Boon



UNIVERSAL Anchor 0/P

During the Summer Solstice celebrations it is common for the Health Boon of the season to be acquired. One must have the Masokian Meditation and Kijon's Health Boons before taking this one. May be acquired at any time during the year.

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Summer Celebration

Short Fuse Flaw

+3



Universal Anchor 0/?

The character has a tendency to lose control and become angry and belligerent when provoked or at poorly chosen times. The player is responsible for role-playing this flaw.

(Optional: Success at controlling ones temper varies with the situation. Use Success at +WIS as the base roll.)

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Short Fuse Flaw

Bad Reputatinn

0
Flaw



UNIVERSAL Anchor 0/P

Bad Reputations are difficult to define, but in general it means the character behaves in a disagreeable way. That may be cursing, killing, or having a "bad" faith. The GM may limit this to particular character forms and locations as required by the situation. A character with an active Bad Reputation loses all Charm, Persuasion, Intimidation and similar bonuses. They may not hire a henchman.

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Bad Reputation

Decipher Unknown Written

3



Universal Anchor 1/?

Deciphering an unknown written language takes time as assessed by the GM. The player's bonus is +1 per written Language they know and +1 for Scribes. The Language's difficulty (bonus) in the contest is determined by the GM.

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Decipher Unknown Written

Decipher Unknown Spoken

3



Universal Anchor 1/?

Deciphering an unknown spoken language takes time as assessed by the GM. The player's bonus is +1 per spoken Language they know and +1 for Bards. The Language's difficulty (bonus) in the contest is determined by the GM.

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Decipher Unknown Spoken

Veteran Familiar: Mystic

0



Universal Anchor 1/?

One Veteran Familiar Lifeline Card may be taken when the familiar reaches 50 CP. One additional Veteran Familiar may be taken every 50 CP (100/150/200 etc.)
"Now that you mention it, I DO have eyes in the back of my head. His name is Andy."-- Jenna, Valarian Mentor
Taint DEF: +2 Od, +2 Warp.

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Veteran Familiar: Mystic

Veteran Familiar: Health

0



Universal Anchor 1/?

One Veteran Familiar Lifeline Card may be taken when the familiar reaches 50 CP. One additional Veteran Familiar may be taken every 50 CP (100/150/200 etc.)
"After Andy got done stealing the Soul Gem, guess where he bit that Necromancer?"-- Jenna
Taint DEF: +1 Od, +1 Warp.

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Veteran Familiar: Health

Veteran Familiar: Agility

0



Universal Anchor 1/?

One Veteran Familiar Lifeline Card may be taken when the familiar reaches 50 CP. One additional Veteran Familiar may be taken every 50 CP (100/150/200 etc.)
"That silly necromancer was so busy worrying about me, he didn't even notice when my familiar stole his Soul Gem."

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Veteran Familiar: Agility

Fear of Bunnies

+3



UNIVERSAL Anchor, Flaw 0/P

The character with this flaw is -4 in all contest, or combat rolls, against any Bunny like creatures. When the character encounters such creatures, the GM may require a contest roll. If the player fails, the character flees.

"Sure it's cute. Its the cute ones ya gotta watch out for!" Anonymous

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Fear of Bunnies

Distinct Appearance

+3



UNIVERSAL Anchor FLAW 0/P

Character has a flashy, colorful, eye catching appearance in all forms. Character may not take the stealth anchor and is -2 to all hide rolls. The character is easy to identify, the gamemaster will determine the effect of this.

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Distinct Appearance

Old Wounds 1

1



UNIVERSAL/FLAW anchor 0/P

Every time a character falls to 1 HP or less (not counting stun damage) and brought back, the gamemaster may choose to give that character this flaw. Roll 1D6 each day and apply the result, which lasts for 24 hours:

- 1) -1 STR, -2 SPD. It hurts today!
- 2) -2 SPD. What a pain!
- 3-4) -1 SPD. It's been worse.
- 5-6) Normal. Look out, I'm feeling good today!

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Old Wounds 1

STR 0*
COR 0
DEF 0
SPD 0*
WIS 0
HP 0
CAP 0