

Set 15, Universals, FAQ, #1

The anchor sets are created using a sophisticated series of decisions primarily driven by the numbers on the cards.

Boons are cards which can be learned from Valarian Mentors and Universal Mentors. The Mentor must know the Boon to teach it. Some GM's make finding a Mentor for a particular Boon into a quest.

Anchor cards are meant to be limited to one of each to a character. Characters should not have two of any Anchor. Exceptions can be arranged through your GM, but when playing with people outside of your local campaign you will want to drop any additional Anchors for the duration of the outside game.

Way of cards such as Way Of The Smith are limited to one "Way of" per character.

18 cards included in the Set:

UNI-084 Elethay Priestess	UNI-089 Mentor	UNI-092 Speak Common Language
UNI-093 Read and Write Common Language	UNI-094 Read and Write Ancient Language	
UNI-095 Speak Ancient Language	UNI-030 Fear of Taurs	UNI-103 Summer Celebration
UNI-104 Short Fuse Flaw	UNI-106 Bad Reputation	UNI-109 Decipher Unknown Written
UNI-110 Decipher Unknown Spoken	UNI-111 Veteran Familiar: Mystic	UNI-112 Veteran Familiar: Health
UNI-113 Veteran Familiar: Agility	UNI-058 Fear of Bunnies	UNI-043 Distinctive Appearance
UNI-039 Old Wounds 1		