

Dragon Storm Universal cards Set DSS0012.

18 cards in set. Retail \$7.50 per set.

Anchor cards are meant to be permanent additions to a character.

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.

UNI-001 Glyph of Mastery. Limit One per Character. Characters are also limited to just one Magic Mastery.

UNI-002 Kasalorn's Gift. Limit One per Character.

UNI-005 Rhianon's Training. Limit One per Character.

UNI-008 Health. Limit One per Character.

UNI-010 Familiar Bond. Familiar Bond, and Familiar Link Anchors, are unusual cards in that they are purchased with the Characters experience, but they are placed on the animal in question rather than on the character. We had originally envisioned characters being able to have a "pack" of familiars, however, it has become normal for a character to have only one familiar. If your GM allows it, you may have multiple Familiars. Players should check with each GM they play with to OK the multiple familiars. If the GM says you may have just one in their game, pick one and have a good time. Due to scenario specifics GM's may sometimes ask all players to leave their familiars at home, if they do, well, it is their game, be happy they are doing you the kindness of GM'ing.

You should also be aware that if your familiar dies this card, and Familiar Link, are buried with the familiar and your character loses the points.

Familiar Bond card points do count towards the characters total card points. If you are not travelling with the familiar in a particular game you should report your characters card points to the GM with a note that xx number of points are unavailable to you.

UNI-012 Familiar Link. See above. Limit one per familiar.

UNI-019 Way of the Smith. Limit One per Character.

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

UNI-026 Scavenger. Limit One per Character.

UNI-063 Way of the Mason. Limit One per Character. Limit one "Way Of".

UNI-064 Way of the Weaver. Limit One per Character. Limit one "Way Of".

UNI-065 Way of the Potter. Limit One per Character. Limit one "Way Of".

UNI-066 Way of the Dancer. Limit One per Character. Limit one "Way Of".

UNI-067 Way of the Scribe. Limit One per Character. Limit one "Way Of".

UNI-068 Way of the Carpenter. Limit One per Character. Limit one "Way Of".

UNI-069 Soul Mate. Limit One per Character.

UNI-082 Elethay Worshipper. Limit One per Character.

UNI-083 Elethay Acolyte. Limit One per Character.

Glyph of Mastery

Boon
9



STR 0
COR 0
DEF 0
SPD 0
WIS +1
HP +8
CAP 0

UNIVERSAL Anchor, Boon 0 / P

Independent card. The Glyph of Mastery is a Boon granted by the gamemaster which costs 9 points to earn. A character with the Glyph must always have 25 card points in Wizard, Shaman and Witchcraft spells. A Glyph Master may use Mastery cards. A character may have only one Masyery Anchor.

UNI-01 ILLUSTRATION © 1997 SUSAN VAN CAMP

Glyph of Mastery

Kasalorn's Gift

Boon



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

UNIVERSAL Anchor, Boon 0 / F

The recipient of this boon permanently gains +1 SPD.

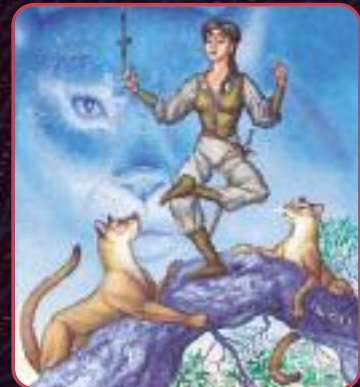
"Strike hard, strike fast, and be ready to run when you must." Kasalorn

UNI-02 ILLUSTRATION © 1996 SUSAN VAN CAMP

Kasalorn's Gift

Cat's Eye

Boon



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

UNIVERSAL Anchor, Boon 0 / F

The recipient of this boon permanently gains +1 COR.

"See the world through the eyes of a cat, and you'll never lose your balance"

Bakala Truewind

UNI-03 ILLUSTRATION © 1996 SUSAN VAN CAMP

Cat's Eye

Rhianon's Training

Boon



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

UNIVERSAL Anchor, Boon 0 / F

The recipient of this boon permanently gains +1 ST and +1 CAP. Characters with the Weakling Flaw may not obtain Rhianon's Training.

UNI005 ILLUSTRATION © 1996 GLENN COOLEY

Rhianon's Training

Health

6



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP +12
CAP 0

UNIVERSAL Anchor 0 / P

Health increases the user's HP by +12. Those with Weakling or Unhealthy flaws may not have Health. Characters may only buy one Health anchor card.

UNI 008 ILLUSTRATION © 1997 MELISSA BENSON

Health

Familiar Bond

5



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP +8
CAP 0

UNIVERSAL Anchor 0 / P

This card is placed with an item/animal, which becomes a character's familiar. Bonding with a familiar takes several months. A bonded familiar follows a user's commands. Familiar and user share a telepathic link. If the familiar dies this card, and its card points, are lost. A familiar gains +8 HP, and a taint DEF of +4 Od and +2 warp. *"Zachary was the friendliest cat in town. Nobody suspected that he was Erika's best spy."*

UNI 010 ILLUSTRATION © 2000 SUSAN VAN CAMP

Familiar Bond

Familiar Link

8



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

FAMILIAR Anchor 0 / P

This card is placed on a character's familiar. A Familiar Link allows the character to invest role-playing points into cards for the familiar to use. The familiar is now allowed to move and act independently of its owner. If the familiar dies, this card and its points are lost. The user also loses all card points invested in this familiar's cards.

UNI 012 ILLUSTRATION © 2000 SUSAN VAN CAMP

Familiar Link

Way of the Smith

10



STR +1
COR 0
DEF 0
SPD 0
WIS 0
HP +8
CAP +1

UNIVERSAL Anchor 0 / F

By persuading a Blacksmith to accept him as an apprentice, the character receives training that increases his STR, HP and CAP. A character trained in the Way of the Smith Gains +2 to contest rolls when evaluating metal items. The gamemaster determines how many months the training requires.

UNI-019 ILLUSTRATION © 1999 QUINTON HOOVER

Way of the Smith

Scavenger

4



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

UNIVERSAL Anchor 0 / P

Occasionally a person in the stormlands falls so far down in society that they are forced to learn the garbage dredging ways of the Scavenger. The GM will determine what a character has to do to gain the Scavenger anchor.

Scavengers gain a +2 roll to find valuable or unusual items in ruins, dumps and other places. The Gamemaster will determine what, if anything, is found.

"Life, now I really understand what it takes to survive." King Archaky

UNI -046 ILLUSTRATION © 2005 NEAL MORRISSEY

Scavenger

Way of the Mason

9



UNIVERSAL Anchor 0/P

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

By persuading a Mason to accept him as an apprentice, the character receives training that increases his STR, DEF and CAP. A character trained in the Way of the Mason Gains +2 to contest rolls when evaluating stone items. The gamemaster determines how many months the training requires. Only one "Way of" per character.

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Way of the Mason

Way of the Weaver

10



UNIVERSAL Anchor 0/P

STR 0
COR +1
DEF 0
SPD 0
WIS 0
HP +8
CAP 0

By persuading a Weaver to accept him as an apprentice, the character receives training that increases his COR and HP. A character trained in the Way of the Weaver Gains +2 to contest rolls when evaluating cloth items. The gamemaster determines how many months the training requires. Only one "Way of" per character.

UNI-064 ILLUSTRATION © 2006 SUSAN VAN CAMP

Way of the Weaver

Way of the Potter

9



UNIVERSAL Anchor 0/P

STR 0
COR 0
DEF 0
SPD +1
WIS 0
HP +8
CAP 0

By persuading a Potter to accept him as an apprentice, the character receives training that increases his SPD and HP. A character trained in the Way of the Potter Gains +2 to contest rolls when evaluating pottery. The gamemaster determines how many months the training requires. Only one "Way of" per character.

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Way of the Potter

Way of the Dancer

10



UNIVERSAL Anchor 0/P

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

By persuading a Dancer to accept him as an apprentice, the character receives training that increases his COR and SPD. A character trained in the Way of the Dance Gains +2 to contest rolls when evaluating unspoken movements. The gamemaster determines how many months the training requires. Only one "Way of" per character.

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Way of the Dancer

Way of the Scribe

12



UNIVERSAL Anchor 0/P

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

By persuading a Scribe to accept him as an apprentice, the character receives training that increases his WIS. A character trained in the Way of the Scribe Gains +2 to contest rolls when evaluating written items. The gamemaster determines how many months the training requires. Only one "Way of" per character.

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Way of the Scribe

Way of the Carpenter

10



UNIVERSAL Anchor 0/P

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

By persuading a Carpenter to accept him as an apprentice, the character receives training that increases his STR, COR and CAP. A character trained in the Way of the Carpenter Gains +2 to contest rolls when evaluating wood items. The gamemaster determines how many months the training requires. Only one "Way of" per character.

UNI-068 ILLUSTRATION © 2006 SUSAN VAN CAMP

Way of the Carpenter

Soul Mate

2



UNIVERSAL Anchor 0/P

Two Souls have touched. Each must have this anchor for the abilities to work, they may use Soulmate cards. You can send your condition and direction to your soulmate by using an independent action. You can also know your soulmates condition and direction by using an independent action. At times Soulmates have been known to share dreams. If your soulmate dies the points in this card are lost. You may only have one Soulmate at a time.

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Soul Mate

Elethay Worshipper

1



UNIVERSAL Anchor 0/P

An Elethay worshipper may join in special spells like Storm Shield. They may also gain additional help at Elethay Temples and villages. This is a role-playing card. The GM will vary this card and effects based on her campaign. "If we could easily tell true believers from others, so could they."

UNI-082 ILLUSTRATION © 2007 SUSAN VAN CAMP

Elethay Worshipper

Elethay Acolyte

4



UNIVERSAL Anchor 0/P

This card is centered around a ritual in where an individuals services to the temple and their Elethay training is considered. This card is earned only if the Secret Coven of Elethay approve of the applicants past behavior and training. An earth quest may also be required. An Elethay Acolyte may become a priestess. The applicant may have any background.

UNI-083 ILLUSTRATION © 2007 SUSAN VAN CAMP

Elethay Acolyte