

Dead Eye

2



STR 0
COR +2
DEF 0
SPD 0
WIS 0
HP 0
CAP 0

UNIVERSAL Ace 0/R

Independent Card. Play to give the user +2 COR.

"Wherever they go, my arrows find them."

Ham Danson

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Dead Eye

Disguise

2



UNIVERSAL Ace 1/V

Success at +WIS allows a disguised character to alter her looks and blend into crowds. A disguised character gains a +4 bonus in contest rolls against anyone who might recognize her. Characters in non-humanoid form may not use disguise.

UNI 009 ILLUSTRATION © 2000 ED BEARD

Disguise

Familiar Magic

2



Universal FAMILIAR Ace 0/F

Independent card. Familiar Magic allows a user's familiar to cast, and drain, a spell ace card that the user has available to her. Only one Familiar Magic may be played per combat round.

"They're a deadly bunch, those werewolves, dragons and their pet kitty cats." Haddoc Nor

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Familiar Magic

Shield Block

3



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

UNIVERSAL Ace 0/F

Independent card. Allows the user an immediate defense of 2d6 + DEF of the shield. Requires a shield in hand to be used. Only one Shield Block may be played per round.

UNI 015 ILLUSTRATION © SUSAN VAN CAMP 2000

Shield Block

Dual Weapons

7



UNIVERSAL Ace 1/F

Play when making a melee attack. A user holding one melee weapon in each hand may make two attacks—one with each weapon. Both weapons gain a +2 STR bonus. Only one Dual Weapon attack may be played in a round.

UNI 016 ILLUSTRATION © ED BEARD 2000

Dual Weapons

Trail Blazing

1



UNIVERSAL Ace 1/*

Success at +WIS allows a user to find trails and landmarks. When a user leads the way into unexplored territory add +WIS to exploration rolls. This card is drained when the user stops leading, enters a new territory or sleeps.

"Knowing where you are going may be more important than knowing where you are." Dilbohn Red Knee

UNI 017 ILLUSTRATION © MELISSA BENSON 2000

Trail Blazing

Entertain

2



UNIVERSAL Ace 1/*

Success at +WIS allows a character to successfully entertain an audience. A good show earns an entertainer room and board, D6 GP or another reward of the gamemaster's choice. It usually takes 5 to 20 minutes for an entertainer to put on a performance.

UNI 018 ILLUSTRATION © 2000 SUSAN VAN CAMP

Entertain

Intimidate

2



UNIVERSAL Ace 0/R

Independent card. Success at +STR allows the character to intimidate an opponent into backing down from combat. The opponent adds +STR to it's roll to resist intimidation. Opponents such as Berserks, skeletons and Zombies can't be intimidated.

UNI 020 ILLUSTRATION © 1999 MELISSA BENSON

Intimidate

Friendly Fire

1



UNIVERSAL Ace 0/F

Independent Card.

Play on a single attack/damage roll to allow the user to fire a missile into melee combat and always hit the correct target.

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Friendly Fire

First Aid

1



UNIVERSAL Ace 1/F

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

First Aid

When First Aid is used, roll 1D6. On a roll of 1, user causes 1 HP Damage. On a roll of 2-6, 3 HP of damage are Healed. First Aid may only be used once per combat per injured person and may not be combined with Bind Wounds. The user gains no bonuses to first aid rolls unless they have the Bind Wounds anchor.

"You must learn healing to survive in the Storm Lands." - Unknown Bard

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Hang On

2



UNIVERSAL Ace 1/F

Hang On is played immediately after the character rolls 2 to 6 on First Aid or Bind Wounds to keep a character with 0 to -8 HP alive. Healing may be applied, but the deadly wounded character will be unconscious for an hour. The wounded character may also be given an Old Wounds card at the option of the gamemaster.

"We don't let fellow Valarians die!"
- Karl the Bookworm

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Hang On

Parry Missiles

2



UNIVERSAL Ace 0/F

Independent Card. Play to attempt to parry a missile weapon. Add user's COR to a 2d6 roll. On a roll of 8 or greater the missile is deflected. A natural roll of 2-4 always fails.

"Ever seen a dragon flicking arrows with it's claws? It's something you have to see to believe."

UNI-040 ILLUSTRATION © SUSAN VAN CAMP 2004

Parry Missiles

Drop Kick

3



UNIVERSAL Ace 0/F

STR
+2
COR
0
DEF
0
SPD
+2
WIS
0
HP
0
CAP
0

Drop Kick

Use when in humanoid form. May not be combined with a weapon. Combine with a movement to use a drop kick. At the point where the kick occurs the user's movement ends.

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Cooking

2



UNIVERSAL Anchor 1/P

Add +1 to cooking success rolls. Success allows a character to double food rations for a meal. A cook may prepare one good meal per day. The GM may grant the cooking bonus to persuasion rolls with guests after a good meal.

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Cooking

One Good Shot

4



UNIVERSAL Ace 1/F

STR
0
COR
+6
DEF
0
SPD
0
WIS
0
HP
0
CAP
0

One Good Shot

A character with a bow can take One Good Shot by using his action. This shot is well placed and either ignores the defender's defense or can be used to do trick shots such as shooting a weapon from the defender's hand. One Good Shot cannot be used with Dual Action, Dual Shot, Dead Eye, or Unicorn Agility. May only be recovered through sleep or Meditation. *See where those tentacles all meet, it's unarmed; watch this!* - Narissa

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Make It Independent

3



UNIVERSAL Ace 0/F/Ind

Independent Card. Play with any Racial or Magic Spell card that normally requires an action to use. That card becomes an Independent Card, costing no additional Independents. Only one may be played per round. May only be recharged through rest.

"They tell me I can't do this, but I don't care what they say!" Glyphmaster Pop

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Make It Independent

Blackwind: Unexpected Strike

Boon



UNIVERSAL/Blackwind Ace 0/F/Ind

Independent Card. Play on the characters initiative to give this character an additional attack this round. May only be recharged through rest. Only one may be played per round. Must have Blackwind Bloodline or Background to have this Boon. *"Beware of the knee spike, the elbow blade and any creature with Blackwind Blood."* Kassandra

UNI-049 ILLUSTRATION © 2004 SUSAN VAN CAMP

Blackwind: Unexpected Strike

Greatflame: Kill Them All

Boon



UNIVERSAL/Greatflame Ace 0/F

Play with an attack action to allow this character to split her damage between any number of targets within range. Targets under 25 Card Points are so overwhelmed that they may not dodge or defend against this attack. May only be recharged through sleep. Character must have appropriate Bloodline or Background to take this boon.

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Greatflame Kill Them All