

Firewall: Ancestral Assistance

Boon



UNIVERSAL / Firewall Ace 0 / R

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

Firewall: Ancestral Assistance

Independent Card. Play to give the character +12 STR for one round.
May only be recharged through sleep. Character must have appropriate Bloodline or Background to take this boon.

"When the time comes, call on those who have come before you!" Firewall Clan Proverb.

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Battle Sight

3



UNIVERSAL Ace 0 / C / Ind

Battle Sight

Independent Card. Play to give the user +3 to combat perception rolls. May be used to detect sneak attacks and evaluate enemies strengths and weaknesses. Each time the user wants to invoke Battle Sight during the combat they must expend an Independent Action to do so.

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Zachtos: Watch-a-Master

Boon



UNIVERSAL / Zachtos Ace 0 / F

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

Zachtos: Watch-a-Master

Independent Card. Play this card to allow the character to act first this round, no matter what initiative they get. This character may act before any independents are played this round.
May only be recharged through sleep. Character must have appropriate Bloodline or Background to take this boon.

"Tower of Ice, so what!" Lord BlackStar

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Skyrider: Speed

Boon



UNIVERSAL / Skyrider Ace 0 / F

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

Skyrider: Speed

Independent Card. Play to give this character an additional move this round. If flying this move may be used to dodge a missile or magic attack.
May only be recharged through sleep. Character must have appropriate Bloodline or Background to take this boon.

"You're going to outrun me? You better start while I'm laughing!" Bastina Skyrider

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Ravenwing: Let Me Help

Boon



UNIVERSAL / Ravenwing Ace 0 / F

Ravenwing: Let Me Help

Independent Card. Play to give +5 to any contest roll. This may be played on any roll by anyone in a Channel Link with the Ravenwing. May only be recharged through sleep. Character must have appropriate Bloodline or Background to take this boon.

"This stew is excellent; you are finally learning to cook." Karl the Bookworm "Or maybe yer jus learnin ta eat!" Ogara

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Luck of Youth

0



UNIVERSAL / Independent Ace 0 / F

Luck of Youth

Independent Card. Play to add +2 to any dice roll. May only be used by characters with 25 or less card points. A character may only have one Luck of Youth.

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webpage: www.dragonstorm.com
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Fly by Kick

12



UNIVERSAL Ace 0 / F Move

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

Fly by Kick

Use when in winged form. May not be combined with a weapon. Combine with a movement to use a Fly by Kick. At the point where the kick occurs the user's movement ends, unless it is combined with a successful Fancy Footwork. Play only one per combat round.

"When dueling a flying madspawn, try to be first." Griswald

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Valarian Sagas

1



UNIVERSAL Ace 0 / C

Valarian Sagas

Success at +1 +WIS allows the character to recall information about Valarian sagas and stories that may help in a particular place.

"I find it useful to learn what Valarians have done previously in an area, I don't need to repeat their mistakes, I can make my own." Tasha

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Assess Item

1



UNIVERSAL Ace 1 / R

Assess Item

The user gains a +3 to assess an item they can study. They can determine the value of an item and whether an item is magical or a magic component.

"I may not know much about it, but I know it is dangerous and worth a bucket of gold." Ansar Gardly

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The Word of Jikadell

1



UNIVERSAL Ace 0/C

Success at +WIS allows the character to recall information about Jikadell rituals, stories and rites that may give insight into the enemies plans and traps.

"Study your enemy, discuss your enemy, Know your enemy. Within this knowledge, you may learn their tactics and plans."
Glyphmaster Pop

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The Word of Jikadell

Soul Strength

1



UNIVERSAL/SoulMate Ace 0/R

Independent card. The User may add +1 WIS to their Soulmate's WIS rolls for this round. During this round the user is -1 on all WIS rolls. The users WIS may not be taken below 0 using Soul Strength.

"May my strength give you the fortitude you need."

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Soul Strength

Wisdom of the Ages

1



UNIVERSAL Ace 0/F (IND)

Independent card. Play to replace +WIS on another card with 1 and +1 for every 100 cp's (round up) the character, or cast, has. Only one Wisdom of the Ages may be played per round.

"There is no substitute for experience."
Chapter 1, The Tome of Hard Knocks

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Wisdom of the Ages

Foraging For Food

2



UNIVERSAL Ace 0/V

Bonus +2. Foraging for food takes four hours out of the day reducing travel distance by one-third. The GM will subtract a difficulty number of 0, -2, -4 or -8 depending on the terrains. Success acquires d6+1 rations of plant rations.

"In our world everyone forages sometimes, but the success varies."

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Foraging For Food

Disarm Traps

1



UNIVERSAL Ace 0/C (IND)

Independent. Success at +2 allows the user to disarm a trap using improvised tools. Disarming Traps requires an Independent each round it stays in play. May be combined with Thievery Anchor.

"Disarming a trap is easy, doing it without setting it off is more difficult."

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Disarm Traps

Evaluate Target

1



UNIVERSAL Ace 0/C (IND)

Independent. Success at +2 allows the user to evaluate a target to tell if they are worth thieving and accessible. Evaluate Target requires an Independent each round it stays in play. May be combined with Thievery Anchor.

"Know what you are after and it will go better for you."

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Evaluate Target

Lock Picking

1



UNIVERSAL Ace 0/C (IND)

Independent. Success at +2 allows the user to pick a lock using improvised Lock Picks. Lock Picking requires an Independent each round it stays in play. May be combined with Thievery Anchor.

"Some locks take me several minutes, others I get in a flash."

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Lock Picking

Pick Pocket

1



UNIVERSAL Ace 0/C (IND)

Independent. Success at +2 allows the user to pick an exposed pocket or pouch. Picking Pockets requires an Independent each round it stays in play. May be combined with Thievery Anchor.

"It sounds crazy, but you have to see the pocket before picking it."

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Pick Pocket

Quick Fingers

1



UNIVERSAL Ace 0/C (IND)

Independent. Success at +2 allows the user to perform tricks or shoplift small items. Quick Fingers requires an Independent each round it stays in play. May be combined with Thievery Anchor.

"Three coins I see on the bar, there were four before and I can buy a drink now!"

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Quick Fingers