

DS Universal, Set 14 FAQ, #1

Once an Ace card is purchased and added to a character the Ace cards are used, drained and recharged.

Ace Boon Cards. Ace Boon cards are treated differently than Anchor Boon cards. The character may have multiples of Ace Boons.

18 Card Set Includes:

UNI-051 Firewall: Ancestral Assistance	UNI-052 Battle Sight	UNI-053 Zachtos Watch-a-Master
UNI-054 Skyrider: Speed	UNI-055 Ravenwing: Let Me Help	UNI-056 Luck of Youth
UNI-057 Fly by Kick	UNI-060 Valarian Sagas	UNI-061 Assess Item
UNI-062 The Word of Jikadell	UNI-070 Soul Strength	UNI-090 Wisdom of the Ages
UNI-091 foraging for Food	UNI-096 Disarm Traps	UNI-097 Evaluate Target
UNI-098 Lock Picking	UNI-099 Pick Pocket	UNI-100 Quick Fingers

FAQ Section:

08/19/2009. The intention of this card was for the Zachtos to be able to use their Action and Movement before Independents were played. Independents are played as normal. The Zachtos is not given the ability to use Independents before everyone else. When thinking about DS we consider the "Movement/Action" segment as a separate mechanic from "Independents" and we simply missed making this clear. Now our intention should be clear.

Wisdom of the Ages is intended to give characters a bonus for their experiences as represented by card points. It allows the low Wisdom characters with high card points to access those experiences that they have learned.

This card is not intended to be combined with WIS bonuses. It is intended to replace a plus WIS bonus once per round. We gave it a once per round limit to limit the abuses of the card.

Foraging for Food is primarily a character building card and helps to round out a role-playing aspect of Dragon Storm. The gamemaster will need to make variations on the results of this card based on terrain considerations. Foraging Parties may also become a reasonable encounter for characters as they travel. Among most foraging parties there will be at least one informant who will be glad to sell information to any buyer be they Valarian, Necromancer, or Lord.

Disarm Traps: Like most Dragon Storm role-playing skills the disarm traps ability will be modified by the difficulty of the trap. As characters improve they will be travelling in places where the designers would have more skill. In less dangerous places builders use less talented trap setters. These are GM controlled difficulties.

Evaluate Target is written for a single use, but it can be used for a number of purposes. This is a type of card which must rely on the GM's judgements and the players creative explanations of how they want to apply this card.

Pick Locks is a straight forward card, but the GM will still be adding difficulty to the particular locks based on the locks quality.

Picking Pockets is a useful skill when filling the temple coffures, or in need of a good drink. We could not write up all of the possible difficulties faced by a pick pocket. The GM will have to modify the rolls based on the attentiveness of the target, situation, perception skills and many variables I can't even imagine. The GM will be putting in the many difficulty factors in the defensive roll.

Quick Fingers is another one of those cards that is useful to creative role-players and GM's. The definition has been left open because it can not be easily restricted. The GM will be called on to judge difficulty adds for the many uses that the players will be trying to use it for.