

Lifeline cards, FAQ #1

Lifeline cards were created to allow characters to show their progression in knowledge as they earn card points. Since we did not include the Lifeline system in the Basic DS Rules, it is an optional system. Gamemaster's will determine if they want this system in their campaign.

These rules were originally suggested by the Storm Riders Guild and is used by all Guild Campaign Characters.

Limit: A Character may only have one Lifeline card at a time, they do not combine. Whenever your character earns a higher Lifeline card you remove the previous Lifeline card and replace it with your new Lifeline card.

CP Costs: As a character's mind and body improve through the addition of Anchors, Aces and Boons it becomes more difficult to earn additional Card Points. In the basic rules a character pays 20 experience points to add a single card point to the character. Once a character achieves 200 card points (Seasoned Lifeline) that begins to change. The Lifeline cards list the new experience cost to buy card points.

The cards in the Standard set have been reworked to make the effect of Lifeline Cards easier to read. The older Deluxe versions use the same rules and are legal for all play. You do not need to replace them.

With the addition of the Greater, Prime, Ancient and Master Lifelines the series will be complete.

Cards In Set:

Enlightened (UNI-077), Seasoned (UNI-078), Elder (UNI-079)

Esteemed (UNI-080), Revered Elder (UNI-081), Greater Elder (UNI-)

Prime Elder (UNI-), Master Elder (UNI-), Ancient (UNI-)

Enlightened

0



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

UNIVERSAL/Lifeline Anchor 0/P

Lifeline cards grant physical improvements as a character grows. Enlightened is a Lifeline card earned at 100 CP.

CP Costs: One CP costs 20 experience. Limit: may only have one Lifeline card.

Enlightened

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Seasoned

0



STR +1
COR 0
DEF 0
SPD 0
WIS 0
HP +12
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Enlightened Card and is earned at 200 CP. It is becoming more difficult to learn new skills.

CP Costs: One CP costs 30 experience. Limit: may only have one Lifeline card.

Seasoned

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Elder

0



STR +1
COR 0
DEF 0
SPD +1
WIS 0
HP +16
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Seasoned Card and is earned at 300 CP.

CP Costs: One CP costs 40 experience. Limit: may only have one Lifeline card.

Elder

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Esteemed

0



STR +1
COR +1
DEF 0
SPD +1
WIS 0
HP +20
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Elder Card and is earned at 400 CP.

CP Costs: One CP costs 50 experience. Limit: may only have one Lifeline card.

Esteemed

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Revered Elder

0



STR +1
COR +1
DEF 0
SPD +1
WIS +1
HP +24
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Esteemed Card and is earned at 500 CP.

CP Costs: One CP costs 60 experience. Limit: may only have one Lifeline card.

Revered Elder

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Greater Elder

0



STR +1
COR +1
DEF 0
SPD +1
WIS +1
HP +32
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Revered Elder Card and is earned at 600 CP.

CP Costs: One CP costs 70 experience. Limit: may only have one Lifeline card.

Greater Elder

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Prime Elder

0



STR +1
COR +1
DEF 0
SPD +1
WIS +1
HP +40
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Greater Elder Card and is earned at 700 CP.

CP Costs: One CP costs 80 experience. Limit: may only have one Lifeline card.

Prime Elder

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Master Elder

0



STR +1
COR +1
DEF 0
SPD +1
WIS +1
HP +48
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Prime Elder Card and is earned at 800 CP.

CP Costs: One CP costs 90 experience. Limit: may only have one Lifeline card.

Master Elder

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Ancient

0



STR +1
COR +1
DEF 0
SPD +1
WIS +1
HP +60
CAP +1

UNIVERSAL/Lifeline Anchor 0/P

Replaces your Master Elder Card and is earned at 900 CP. You have arrived at the pinnacle, this is as good as it gets.

CP Costs: One CP costs 100 experience. Limit: may only have one Lifeline card.

Ancient

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