

Novice, Lifeline One

0



Lifeline Enhance 0/P (L1)

Card Points: 0 to 99.
RP cost to add one CP: 20
Life Line Bonus: +1
Boons Allowed: 0 to 3

Lifeline 200 Art © Susan Van Camp
Set 100v2

Novice, Lifeline One

Farmer

2

Background, Enhance 0/P

Most people in the Stormlands are peasants, including your character. You grew up working hard on a family farm. Hard labor and hard knocks taught you that necromancers were evil, warped and dangerous.

You come from a rural village. A lot of what you know you learned at temple. An Elethay priestess taught you that death mages and Jikadell priests were enemies and Valarians and shape shifters were friends. She also taught you to read and write.

Farmers may read, write and speak common.

You start with 330 gp for items.

Background 200
Set 100v2

HP
+8
CAP
+1

Farmer

Luck of Youth

0



Universal Enhance /F (L1)

Play to add +2 to any contest roll. May only be used by characters with 50, or less, card points.

For more information see us at: <http://www.dragonstorm.com>

Universal 200 Art © Susan Van Camp
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Luck of Youth

Valarian Champion

Boon



Valarian Enhance 0/P (L1)

You have joined the Valarians to protect the world, making it safe for shifters and mortals. May use Valarian cards.

Anchor 200 Art © Susan Van Camp
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WIS
+1
HP
+8

Valarian Champion

Split Action

4



Universal Enhance /F (L1R, RST)

Play on the character's Action to allow them to do two things that require an Action. May not be combined with other Dual or Split action cards. Counts as two things.

Universal 201 Art © Susan Van Camp
Set 100v2

Split Action

First Aid

1



Universal Act /F

User 2d6+3+WIS vs. 2d6+GM MOD. When First Aid is successful, roll 1D6. heals D6 HP. First Aid may only be used once per combat per injured person.

Universal 203 Art © Susan Van Camp
Set 100v2

First Aid

Battle Sight

4



Universal Ind /C (IUK, L1P)

User 2d6+WIS vs 2d6+GM MOD. Play to see, hear and understand what is going on around you in the midst of combat. You may add cards that Enhance Sight or Sound.

Universal 211 Art © Susan Van Camp
Set 100v2

Battle Sight

Trail Blazing

1



Universal Ind /V (IUK)

User 2d6+2 vs. 2d6+GM MOD. Allows a user to find trails, explore new areas and find landmarks.

Universal 202 Art © Melissa Benson
Set 100v2

Trail Blazing

Take a Look

1



Universal Ind /C (L1P, IUK)

User 2d6+2 vs. 2d6+GM MOD. Play to carefully perceive what is going on around you using your eyes. You may add cards that Enhance vision to Take a Look.

Universal 2xx Art © Susan Van Camp
Set 100v2

Take a Look

Human Werewolf

+13



STR
1
COR
1
DEF
3
SPD
0
WIS
1
HP
18
CAP
7

Human Werewolf

Werewolf Character

May use Werewolf, Universal, Human and Item cards.

Taint DEF: 6 Od, 4 Warp

Character 222v2 Art © Susan Van Camp
Set Individual

Werewolf Form

1



STR
+5
DEF
+2
SPD
+2
CAP
+2

Werewolf Form

Werewolf, Form Act/V (LIP)

Activate to shift to Werewolf Form.
May use non-armor items.
This is the standard/basic Werewolf form.

Werewolf 200 Art © Mark Poole
Set Individual