

### Channel Link

**Boon**  
**3**

Anchor Enhance/P (L1)

This character may create a Channel Link with up to WIS+5 members in the Link. Members of the Link do not have to have a Channel Link card.

\*WIS bonus only applies when the link is established and working.

Everyone may take Channel Cards. Channel Cards may only be played when in an Active Channel Link.

A one hour simple ceremony is required to establish a Channel.

Channel Link range averages one mile. GM may extend or shorten this depending on environment.

Tradition suggests that characters with Channel Link are leaders.

Channel Link may be taken by NPC's and used against characters at GM discretion.

Anchor 205  
Set 301

### Channel Healing

**3**



Channel Ind/F

All characters in a Channel Link may play Enhance/F timing Enhance cards which enhance STR or COR. The combined STR +COR is added to a D6+2 roll, the total is used to heal one character in the link.

Channel 200 Art © Mark Poole  
Set 301

### Share the Pain

**3**



Channel Ind/F

Activate when a character in the Link takes damage. Other characters in the Link may divert damage from the targeted Character, and take it themselves instead by using an Independent.

Channel 201 Art © Mark Poole  
Set 301

Channel Link

Channel Healing

Share The Pain

### Channel Surge

**4**



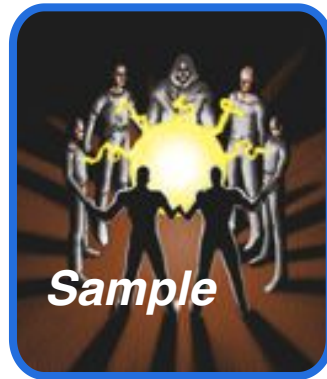
Channel Act/F (LIR, RST)

Total is d6+1+COR of used Cards. Activate to hurl a Bolt of Magic Energy at an enemy. Characters in the Link may play COR Enhance cards to add to the magic damage of the Strike. Range: 300 feet.

Channel 202 Art © Susan Van Camp  
Set 301

### All Together Now

**8**



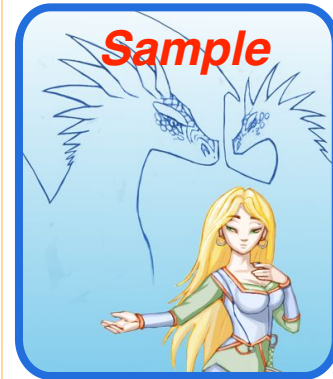
Channel Ind/F (LIR, RST)

Activate to enhance a Spell, Valarian Ability or Channel contest by adding the WIS of each Participant. Participating costs one Independent.

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### Channel Petition

**1**



Channel Act/F

Play to Petition to Join an operating Channel. The character with the active Channel must agree. May be played without being in a Channel, or having Channel Link.

Channel 204 Art © Susan Van Camp  
Set 301

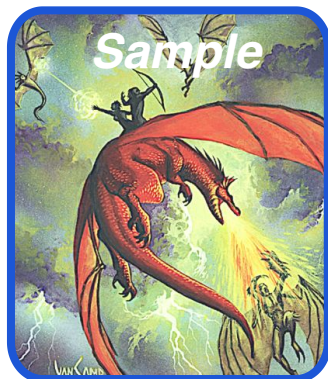
Channel Surge

All Together Now

Channel Petition

### Storm Wars

**5**



Channel Act/F (RST)

2d6+ number of Characters in Link versus Storms Resistance. Activate at a Warp Storm's Nexus. Success destroys the Nexus and dissolves the Storm. Range: 50 feet.

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Set 301

### Channel Shroud

**10**



Channel Enhance/V (RST)

2d6+1+WIS vs. Necro's 2d6+WIS. Play when a Channel is being established. Forces a contest roll at the moment a necro tries to Tap the Link. Success dispels Tap before it can work. Failure drains the Shroud.

Channel 206 Art © Susan Van Camp  
Set 301

### Distant Touch

**2**



Channel Ind/F (LIR)

Allows an ability or spell that has a range of touch to be used. Does not include melee attacks. User must be able to see the 'touched' target. Range 300 feet.

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Storm Wars

Channel Shroud

Distant Touch