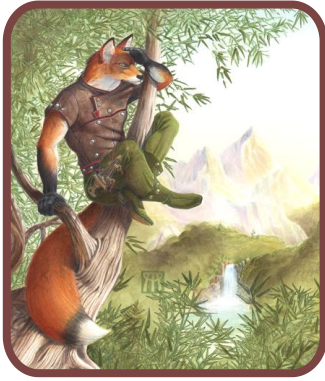


Trail Blazing

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 302v2

Trail Blazing

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 302v2

First Aid

Listen Carefully

1



Universal Ind/C (L1P,IUK)

User 2d6+2 vs 2d6+GM MOD
Listen carefully to hear faint sounds.
May add cards that Enhance Hearing.

Universal 223 Art © Susan Van Camp
Set 302v2

Listen Carefully

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 302v2

Split Action

Drop Kick

4



Universal Mov /F (RST)

Complete your movement with a melee kick attack.
May be Enhanced by STR Enhances.

Universal 208 Art © Susan Van Camp
Set 302v2

Drop Kick

Boosted Moves

1



Universal Enhance /F

Play to add +2 to a characters SPD of one Action or Ind. May be used to enhance an initiative contest roll.

Universal 204 Art © Susan Van Camp
Set 302v2

SPD +2

Boosted Moves

Cooking

1



Universal Act/V (L1P)

User 2d6+WIS vs. 2d6+GM MOD.
Play to allow a character to create a tasty meal. Other uses should be described to GM.

Universal 209 Art © Susan Van Camp
Set 302v2

Cooking

Power Shot

3



Universal Enhance /F (L1P)

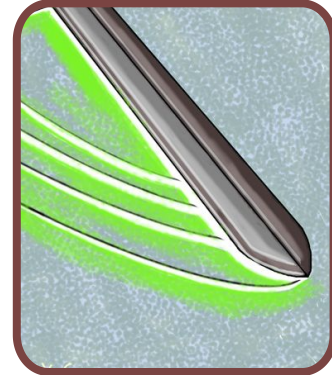
Play to add +4 to a single ranged attack.

Universal 205 Art © Susan Van Camp
Set 302v2

Power Shot

Power Swing

3



Universal Enhance /F (L1P)

Play to add +4 to a single melee attack.

Universal 206 Art © Susan Van Camp
Set 302v2

Power Swing