

Local News

2



Universal Act/C (LIP)

User 2d6+2 vs. 2d6+GM MOD.
Stories, posters, bards and guards continually pass on the days news.

"I love interlopers who act, and are, uninformed." Black Bane

Universal 210 Art © Susan Van Camp
Set 303

Local News

Battle Sight

4



Universal Ind/C (IUK, LIP)

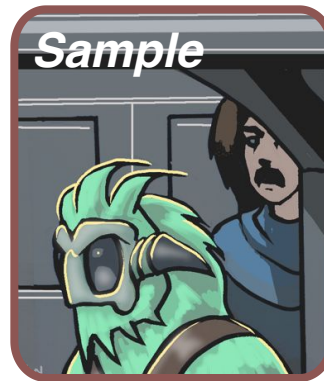
User 2d6+WIS vs 2d6+GM MOD.
Play to see, hear and understand what is going on around you in the midst of combat.

Universal 211 Art © Susan Van Camp
Set 303

Battle Sight

Hide

2



Universal Ind/V (IUK, LIP)

2d6+2 vs. 2d6+GM MOD.
Play to find a place of concealment and remain there.

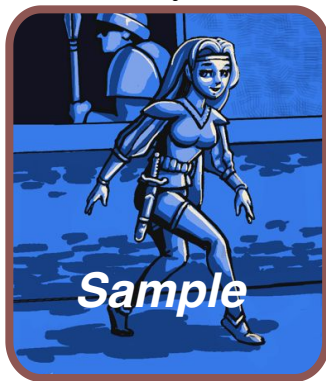
"You want to Hide and Move? You need Stealth training first." Alingar Firewall

Universal 213 Art © Susan Van Camp
Set 303

Hide

Move Quietly

3



Universal Ind/V (IUK, LIP)

2d6+2 vs. 2d6+GM MOD
Play to allow the character to move without being heard.

"For an amateur, you are not bad, but watch where your feet are." Alingar

Universal 214 Art © Susan Van Camp
Set 303

Move Quietly

Disguise

2



Universal Act/V (IUK, LIP)

2d6+2 vs. 2d6+GM MOD
Play to Allow a character to hide their identity through a quick change of clothing, posture and attitude.
"Learn from Earnest. He still has his Greatsword and backpack!" Alingar

Universal 215 Art © Susan Van Camp
Set 303

Disguise

Intimidate

3



Universal Act/F

2d6+STR vs. 2d6+GM MOD
Play to intimidate one opponent, who will flee or surrender.
GM will adjust "MOD" based on the situation.

Universal 217 Art © Melissa Benson
Set 303

Intimidate

Climb

1



Universal Mov/F

2d6+COR vs. 2d6+GM MOD
Play to scale surfaces that are difficult to climb.

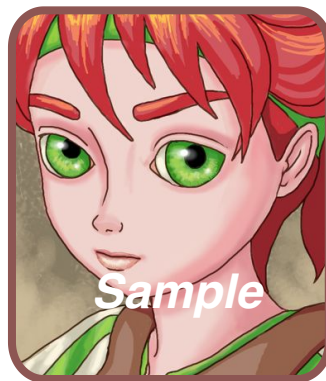
"You only need a climb skill when there is a chance you could fail, unless, of course, you want to show off."

Universal 218 Art © Susan Van Camp
Set 303

Climb

Take A Look

1



Universal Ind/C (IUK)

User 2d6+2 vs. 2d6+GM MOD.
Play to carefully perceive what is going on around you via sight, hearing, touch and all of your senses.

Universal 221 Art © Susan Van Camp
Set 303

Take A Look

Sniff Around

1



Universal Ind/C (LIP, IUK)

User 2d6+2 vs. 2d6+GM MOD.
Play to carefully perceive what is going on around you using your nose to smell.
You may add cards that Enhance smell to Sniff Around.

Universal 222 Art © Susan Van Camp
Set 303

Sniff Around