

Tigrean Dragon



+10

STR 1
COR 1
DEF 3
SPD 2
WIS 0
HP 26
CAP 8

DRAGON Character

This character may use Tigrean, dragon, item and universal cards, and may change into dragon by playing form cards.

Taint DEF: 6 Od, 3 Warp

DEMO DRA-004 ILLUSTRATION © 1999 SUSAN VAN CAMP

Tigrean Dragon

Barbarian



4

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP +4
CAP 0

UNIVERSAL Anchor, Background 0 / P

With the fall of the Manilac Empire, these people found new ways of living. They formed Barbarian tribes and started warring against warpspawn and raiding warp villages to get enough to eat. Though hot-tempered and pugnacious, barbarians value personal honor and hospitality to strangers. They blame necromancers and warpspawn for the destruction of their lands and traditions.

Barbarian Warriors may purchase the Hunting, Perception and Stealth Anchor Cards for 4 card points each. These count at full for tallying card points.

DEMO UNI 013 ILLUSTRATION © 1998 ED BEARD

Barbarian

Dragon Form 3



1

STR +5
COR 0
DEF +4
SPD +1
WIS 0
HP 0
CAP +2

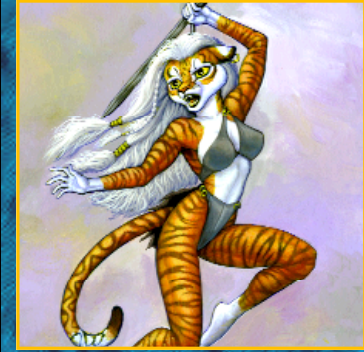
DRAGON Ace 1 / V

Play to shape shift a dragon character into dragon form. Shifted dragons may not use weapons, armor or humanoid languages. A young dragon has short wings: It cannot fly unless a Dragon Flight card is used. A Character may only play one form card at a time.

DEMO DRA-005 ILLUSTRATION © 1998 ED BEARD JR.

Dragon Form 3

Tigrean Reflexes



3

STR 0
COR 0
DEF 0
SPD +2*
WIS 0
HP 0
CAP 0

TIGREAN Ace 0 / F

Independent card. Use in any form. Play to give this Tigrean an immediate movement, in addition to the character's normal movement for this round. The user gains +2 SPD if she dodges using Tigrean Reflexes. Only two Tigrean Reflexes may be played in a round.

DEMO TIG-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Tigrean Reflexes

First Aid



1

UNIVERSAL Ace 1 / F

When First Aid is used, roll 1D6. On a roll of a 1, user causes 1 HP Damage. On a roll of 2-6, 3 HP of damage are Healed. First Aid may only be used once per combat per injured person and may not be combined with Bind Wounds. The user gains no bonuses to first aid rolls unless they have the Bind Wounds anchor.

"You must learn healing to survive in the Storm Lands." - Unknown Bard

DEMO UNI -037 ILLUSTRATION © SUSAN VAN CAMP 2004

First Aid

Trail Blazing



1

UNIVERSAL Ace 1 / *

Success at +WIS allows a user to find trails and landmarks. When a user leads the way into unexplored territory add +WIS to exploration rolls. This card is drained when the user stops leading, enters a new territory or sleeps.

"Knowing where you are going may be more important than knowing where you are."
Dilbohn Red Knee

DEMO UNI 017 ILLUSTRATION © MELISSA BENSON 2000

Trail Blazing

Luck of Youth



0

UNIVERSAL / Independent Ace 0 / F

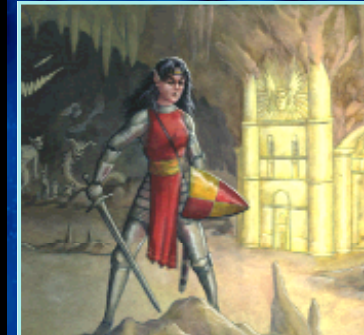
Independent Card. Play to add +2 to any dice roll. May only be used by characters with 25 or less card points. A character may only have one Luck of Youth.

For more information see us at:
www.dragonstorm.com

DEMO

Luck of Youth

Valarian Champion



Boon

STR 0
COR 0
DEF 0
SPD 0
WIS +1
HP +8
CAP 0

UNIVERSAL Anchor, Boon 0 / P

This boon permanently adds +1 WIS and +8 HP to a character. A character may only have one of this Boon. Boons are earned through game play and approved by a Gamemaster. "Late in the Storm Age, mentors started recruiting shape shifters as Valarian Champions: Warriors dedicated to the destruction of Warp and the death of all necromancers." History of the Stormlands

DEMO VAL-005 ILLUSTRATION © SUSAN VAN CAMP

Valarian Champion