

DELUXE POWER CARDS

FREQUENTLY ASKED QUESTIONS

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Are these legal?

No. Although my intentions were not to create cards that would harm the Dungeons & Dragons 4th Edition product line, I did use material and graphics that belong to Wizards of the Coast™ while creating these. Sorry Wizards >_>

Why are the files so large?

These cards were designed for printing, not reading on-screen; all graphics are either vector-based or 300dpi images for the highest quality when printing.

Why are there no boxes for me to put personalized information in?

These cards were designed to span multiple campaigns, not for usage by a single character. Use your character sheet to store the variety of specific information you might need for your character.

If these cards weren't designed for a specific character in mind, what were they designed for?

To help manage the usage of powers. You maintain a 'hand' of power cards while playing, and after using an encounter or daily power, you place it into an appropriate discard pile. When time has elapsed to gain use of the discarded powers again, you retrieve your cards from the appropriate discard pile.

How do I print these out?

Simply print the front of cards on the opposite side of a piece of paper that you've printed the appropriate back on; it's recommended that you print these on a cardstock for extra durability.

Why do only some of the files have backs included?

If a file doesn't have backs included, it could be for two reasons. All class packs only include their backs for the first time they appear in official products; for example, you'll find a Fighter Pack with the Forgotten Realms Set, but the backs only appear with the Fighter Pack that comes in the Core Set. There are miscellaneous packs that are meant to be printed with one or all of the class backs; for example, the Divinity Feat Power Pack from the Core Set would ideally be printed twice, once with a Cleric back and once with a Paladin back.

How do I cut these cards out?

There is more tolerance for error on the backs of the cards, so you should cut them out using the marks on the fronts as a guide. Using a ruler or straight-edge and a razor blade, cut between corresponding green marks while keeping your cuts within the red box. If you cut beyond the red box, you will end up cutting off green marks you will need for future cuts. After you've made all the necessary cuts, you will be left with eight cards and the scrap border. Extra bleed has been provided so you do not end up with white borders.

I found an error on one of these cards, what do I do?

Please let me know of any errors you find, if possible.

Where are the Paragon Path powers?

Most are located with the class that leads to that Paragon Path, a few exceptions appear in Racial packs.

Why do you have the cards organized the way you do?

These cards are not designed to let you pick and choose the powers to print; they were designed with the intention of printing complete packs.

How do I print out a "complete" set?

Print all class packs, and then print all miscellaneous packs once for each class. You will end up with a few invalid cards, such as an arcane class only epic destiny power with a fighter back.

These cards require a lot of ink to print, do you have a lite version?

I've deemed the original version of these cards to be the "lite" version, but I no longer support or actively distribute them. They only contain the powers in the Player's Handbook, and they're out there if you look hard enough.

Do these cards contain the most recent errata?

They contain the most recent errata that you can find on the Wizards of the Coast™ update page, but not any semi-official errata you might find on their forums.

Fourth edition sucks, and you suck for playing it!

That's not a question; take it elsewhere.

Do you plan to make power cards for *third-party product*?

At the moment, no. There are few third-party products of such quality that the majority of the community accepts as "near official". I would say that Malhavoc products for 3rd edition are a fine example of these. Since there are no third-party products that meet that criteria yet, I have no plans to make power cards for any third-party products.

Do you plan to make monster or magic items cards?

Both monsters and magic items are far too numerous and customized too much for that to be viable. There are empty magic item cards included with the Core set, and I have no plans to make even empty cards for monsters.

I prefer the power cards made by *designer* over yours.

That's not a question. I'm glad you've found a set of cards that suit your needs.

Somebody was printing these out and selling them, what are you going to do about it?

Nothing. Hopefully they weren't charging much more than printing costs though.

Wizards of the Coast™ is making official power cards, do you plan to still make cards like these after they start selling them?

Maybe. It depends on what information they have on their cards. I made these cards to suit my needs, if the cards they sell don't do that, I'll continue to make my own.

Will you do the layout for my OGL/GSL product?

Maybe. I dislike products with good content and bad design, and also products with bad content and good design. If you think your product might fall into the former category, then your chances are good.

I heard you were making your own GSL product, can I help?

Maybe. If you're a professional level character artist interested in working for recognition and future monetary reimbursement based on product success, and you specialize in science fiction, I'd be interested in hearing from you.

How can I contact you?

If you've come into possession of this document, odds are good that you should be able to contact me. If that doesn't help, ask the person you got this from.

