

HEROIC ABILITIES

This variant aims to:

- 1) Make abilities more interesting.
- 2) Allow you to use abilities that are used normally only by monsters.
- 3) Give you a bigger variety of abilities to choose for every hero.
- 4) Create specialized types of heroes by offering more types of ability categories.
- 5) Give levels to abilities, making them gradually more powerful.
- 6) Make Mind Points far more useful (they are fairly underused in the core game).

If you find any of that interesting, let's go over the changes and the terminology.

In this variant you will find a long list of abilities you can use to customize your characters. They are not limited by hero, but rather by statistics, and more specifically, slots.

Slots decide how many abilities a hero can have that are tied to one of his statistics. Normally, a hero starts with 3 abilities, but through training or simply paying, he can gain more, or swap them for others, depending on the specifics of a Quest. Here is where slots come into play:

- Battle Slots equal the number of Attack and Defense Dice a hero starts with. That means, a Wizard can have up to 3 abilities that have to do with fighting, while a Barbarian can have up to 5.
- Body Slots equal half the Body Points a hero starts with, rounded down. A Wizard can have up to 2 abilities, while a Barbarian can have up to 4.
- Mind Slots equal half the Mind Points a hero starts with, rounded down. A Wizard can have up to 3 abilities, while a Barbarian can have only 1.
- Movement Slots equal half the Movement a hero starts with, rounded down. Since all heroes starts with a fixed 8 squares when not having to roll Movement Dice, they can all have up to 4 abilities. If this statistic changes, it will affect the number of abilities they can have.

Abilities are separated thematically into **Categories**, with each Category always being tied to a specific type of Slot. This is done purely for grouping them based on what they do, for easier access as well as for flavoring heroes better. Although there are thematic heroes for each Category (meaning only specific heroes should normally pick such abilities) you are free to customize them as long as you have enough Slots for it.

Category	Perception (3 abilities in total)
Specialization	These abilities have to do with how well you perceive what is happening around you, by using your senses (hearing, sight, smell).
Thematic heroes	Dwarf, Explorer.
Statistic Slot	Every such ability takes up a Mind slot.

Category	Stealth (4 abilities in total)
Specialization	These abilities have to do with performing actions that the enemies are not aware of.
Thematic heroes	Rogue.
Statistic Slot	Every such ability takes up a Movement slot.

Category	Survival (14 abilities in total)
Specialization	These abilities have to do with avoiding damage or negative effects.
Thematic heroes	Barbarian, Berserker, Knight.
Statistic Slot	Every such ability takes up a Body slot.

Category	Sorcery (10 abilities in total)
Specialization	These abilities have to do with tempering spellcasting.
Thematic heroes	Anyone who can cast spells.
Statistic Slot	Every such ability takes up a Mind slot.

Category	Battle (15 abilities in total)
Specialization	These abilities have to do with fighting enemies in different ways.
Thematic heroes	Barbarian, Berserker, Knight.
Statistic Slot	Every such ability takes up a Battle slot.

Category	Tactic (9 abilities in total)
Specialization	These abilities have to do with repositioning characters.
Thematic heroes	Rogue, Monk.
Statistic Slot	Every such ability takes up a Movement slot.

Category	Craft (5 abilities in total)
Specialization	These abilities have to do with tempering items.
Thematic heroes	Dwarf, Explorer, Rogue.
Statistic Slot	Every such ability takes up a Mind slot.

Category	Charisma (2 abilities in total)
Specialization	These abilities have to do with affecting creatures around you with your presence or talking.
Thematic heroes	None, anyone can Rizz.
Statistic Slot	Every such ability takes up a Mind slot.

Category	Limitation (4 abilities in total)
Specialization	These abilities have to do with limiting a hero from ever using something, in favor of giving him better focus elsewhere. Unlike typical abilities, they are permanent and do not have Trigger or Recharge.
Thematic heroes	None.
Statistic Slot	Every such ability takes up a Battle slot.

Category	Statistic Boost (5 abilities in total)
Specialization	These abilities have to do with increasing the statistics of heroes, once they reach a certain Character Level. Unlike typical abilities, they are permanent and do not have Trigger or Recharge.
Thematic heroes	None.
Statistic Slot	Every such ability takes up a Body slot.

Every ability will have a **Trigger** section that explains when exactly you are able to use it (it can't be whenever you want, at every situation). It will then have a section with the **Effect**, meaning what it does when you use it. Unlike in the canon rules, abilities in this variant can **Recharge**, meaning they can be used more than once per Quest, if certain conditions are met. Usually the conditions are to perform an action that would normally allow someone to use an ability. If said ability is spent, performing the action recharges it. Finally, abilities can **Level Up**, up to Level 5, if a hero has a high enough statistic and gathered enough **Experience**. Experience is gathered by defeating enemies (a defeated enemy offers that many points as his Level, and you need 1000 points, times the Level of the ability you are currently at) or by paying gold between Quests (1000 Gold, times the Level of the ability you are currently at). Certain items can automatically offer extra Levels to certain Abilities.

Other terms you will find in the ability descriptions:

Resistances: An alternative way to defend against abilities (and spells, in case you want to throw them in the mix as well). They come in 3 types and are based on a starting statistic:

Reflex: How fast a hero can react to sudden attacks, such as when he triggers a trap (in this variant, there is a chance to avoid the effects of a trap you trigger) or when he gets ambushed (in this variant, you lose your Defense Dice when you are attacked while flat-footed). The enemy's attack will be called **Speed** for flavor. Both defender and attacker will roll dice equal to half the Movement they start with. The most Skull results win in the Duel.

Fortitude: How well a hero can resist physical status effects, such as poison or acid. The enemy's attack will be called **Strength** for flavor. The defender will roll dice equal to half the Body Points he starts with. The attacker will roll dice equal to the Attack Dice he starts with. The most Skull results win in the Duel.

Will: How well a hero can resist mental status effects, such as hypnosis or mind control. The enemy's attack will be called **Intelligence** for flavor. Both defender and attacker will roll dice equal to half the Mind Points they start with. The most Skull results win in the Duel.

Defense Dice: In this variant, Defense Die come in 2 types:

Evade (used for evading attacks) are the first 2 dice all heroes begin with. As exception, the Bard and the Monk start with 3, when Unarmored.

Block (used for blocking attacks) are the extra dice heroes gain from the armor they wear (helmet, mail, shield).

Push: An effect that moves the target in any adjacent square, if the defender fails at a Strength versus Strength duel. If there is a trap or a hazard at that square, he cannot avoid the effects.

Character Level: This is done mostly for letting the players know how strong their character is compared to the enemies he faces. All heroes typically begin at Level 8 and can level up by getting Experience Points equal to the Character Level, times 100.

Goblin / Skeleton: 2 EXP

Orc / Zombie: 3 EXP

Abomination / Mummy: 4 EXP

Dread Warrior / Gargoyle: 5 EXP

Swapping abilities happens between Quests, or during the Market Phase.

Name	Tracking
Category	Perception
Trigger	When you search.
Effect	You are looking for tracks on the ground. Point at an area around the area you are in. Declare 1 type of enemies, or 1 named character. You have an Intelligence versus Intelligence Duel with the smartest enemy in the area. If you win, Zargon mentions but doesn't reveal if what you are looking for is in that area.
Recharge	After you have survived a battle without tracking beforehand.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You can look for tracks at 2 areas around you, and your Intelligence Duel gains 1 die.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You can look for tracks at 3 areas around you, and your Intelligence Duel gains 2 dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You can look for tracks at 4 areas around you, and your Intelligence Duel gains 3 dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You can look for tracks at 5 areas around you, and your Intelligence Duel gains 4 dice. This ability also increases your Character Level by 2.

Special: The Spyglass gives you 1 extra die.

Name	Treasure Hunter
Category	Perception
Trigger	When you are searching for treasure.
Effect	If you find treasure, increase its value by 10%.
Recharge	After you search again, and don't find treasure.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. Increase the value by 20%.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. Increase the value by 20%. If you get a Trap or a Wandering Monster, you gain 1 die to your Defense or Resistance against it. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. Increase the value by 30%. If you get a Trap or a Wandering Monster, you gain 1 die to your Defense or Resistance against it. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. Increase the value by 30%. If you get a Trap or a Wandering Monster, you gain 2 dice to your Defense or Resistance against it. This ability also increases your Character Level by 2.

Special: The Lucky Rabbit Foot gives a character 1 more Level in this ability.

Notice: These are modified Trapsmith / Danger Sense / Treasure Hunter (Explorer) abilities.

Name	Spying
Category	Perception
Trigger	When you are next to a closed door that leads to an unexplored room, or you are about to move into an unexplored corridor.
Effect	You spy by placing your ear on a closed door, or peek at a corner of an unexplored corridor, or peep through a window of an unexplored room. You reveal 1 non-hidden feature in that area. Priority is given to whatever is closer to you. For 1 round, revealed enemies are unaware of your presence and will not Attack you or have Evade Defense Dice if you specifically melee-attack them.
Recharge	After you have entered a new area without spying.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You can reveal up to 2 non-hidden features in that area.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You can reveal up to 3 non-hidden features in that area, and you are allowed to range-attack with a 1 Attack Die weapon at an enemy, who won't be able to use his Evade Defense Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You can reveal up to 4 non-hidden features in that area, and you are allowed to range-attack with a 2 Attack Dice weapon at an enemy, who won't be able to use his Evade Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You can reveal up to 5 non-hidden features in that area, and you are allowed to range-attack with a 3 Attack Dice weapon at an enemy, who won't be able to use his Evade Defense Dice. This ability also increases your Character Level by 2.

Special: The Hand Mirror gives you 1 extra die.

Name	Backstab
Category	Stealth
Trigger	When you melee-attack an enemy from behind.
Effect	If you injure the enemy you inflict 1 extra Body Point of Damage. Doesn't have an effect on creatures without vital internal organs.
Recharge	After you melee-attack normally.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You gain 1 Attack Die when melee-attacking an enemy from behind.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You gain 1 Attack Die when melee-attacking an enemy from behind. You are allowed to range-attack an enemy from behind with a 1 Attack Die weapon. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You gain 1 Attack Die when melee-attacking an enemy from behind. You are allowed to range-attack an enemy from behind with a 2 Attack Dice weapon. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You gain 1 Attack Die when melee-attacking an enemy from behind. You are allowed to range-attack an enemy from behind with a 3 Attack Dice weapon. This ability also increases your Character Level by 2.

Notice: This is a modified Opportunistic Striker (Rogue) ability.

Name	Ambush
Category	Stealth
Trigger	When you melee-attack during the first round of combat.
Effect	Remove 1 of the target's Evade Defense Dice when melee-attacking.
Recharge	After you melee-attack during another first round of combat.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. Remove 2 of the target's Evade Defense Dice when melee-attacking.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. Remove 2 of the target's Evade Defense Dice when melee-attacking. Remove 1 of the target's Evade Defense Dice when range-attacking. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. Remove 2 of the target's Evade Defense Dice when melee or range attacking. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. Remove 3 of the target's Evade Defense Dice when melee-attacking. Remove 2 of the target's Evade Defense Dice when range-attacking. This ability also increases your Character Level by 2.

Name	Sneak
Category	Stealth
Trigger	When you move in an area with enemies that are currently not in combat with you.
Effect	Enemies with up to 2 Mind Points will not notice you or attack you (you become Untargetable).
Recharge	After you move in another area with enemies that are currently not in combat with you.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. Enemies with up to 3 Mind Points will not notice you or attack you (you become Untargetable).
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. Enemies with up to 4 Mind Points will not notice you or attack you (you become Untargetable). This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. Enemies with up to 5 Mind Points will not notice you or attack you (you become Untargetable). This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. Enemies with up to 6 Mind Points will not notice you or attack you (you become Untargetable). This ability also increases your Character Level by 2.

Special: The Dust of Disappearance gives a character 1 more Level in this ability.

Name	Sleight of Hand
Category	Stealth
Trigger	When you are in your Market Phase.
Effect	Roll Combat Dice equal to your Speed. For each Skull you steal 50 Gold. For each Shield, you are caught and you have to pay 50 Gold.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. For each Skull you steal 55 Gold. For each Shield, you are caught and you have to pay 45 Gold.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. For each Skull you steal 60 Gold. For each Shield, you are caught and you have to pay 40 Gold. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. For each Skull you steal 65 Gold. For each Shield, you are caught and you have to pay 35 Gold. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. For each Skull you steal 70 Gold. For each Shield, you are caught and you have to pay 30 Gold. This ability also increases your Character Level by 2.

Special: The Thieves' Gloves give a character 1 more die in this ability.

Name	Willpower
Category	Survival
Trigger	When you receive an Intelligence-based attack.
Effect	Increase your Will against that attack only by 1 die.
Recharge	After you receive another Intelligence-based attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. Your Will gains 2 dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. Your Will gains 2 dice. You also motivate your allies in the area, giving 1 die to their Will as well. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. Your Will gains 2 dice. You also motivate your allies in the area, giving 2 dice to their Will as well. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. Your Will gains 3 dice. You also motivate your allies in the area, giving 2 dice to their Will as well. This ability also increases your Character Level by 2.

Special: The Holy Symbol gives you 1 extra die.

Name	Grappling
Category	Survival
Trigger	When you receive a Strength-based attack.
Effect	Increase your Fortitude against that attack only by 1 die.
Recharge	After you receive another Strength-based attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. Your Fortitude gains 2 dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. Your Fortitude gains 2 dice. You also motivate your allies in the area, giving 1 die to their Fortitude as well. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. Your Fortitude gains 2 dice. You also motivate your allies in the area, giving 2 dice to their Fortitude as well. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. Your Fortitude gains 3 dice. You also motivate your allies in the area, giving 2 dice to their Fortitude as well. This ability also increases your Character Level by 2.

Name	Danger Sense
Category	Survival
Trigger	When you receive a Speed-based attack.
Effect	Increase your Reflex against that attack only by 1 die.
Recharge	After you receive another Speed-based attack.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. Your Reflex gains 2 dice.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. Your Reflex gains 2 dice. You also motivate your allies in the area, giving 1 die to their Reflex as well. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. Your Reflex gains 2 dice. You also motivate your allies in the area, giving 2 dice to their Reflex as well. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. Your Reflex gains 3 dice. You also motivate your allies in the area, giving 2 dice to their Reflex as well. This ability also increases your Character Level by 2.

Name	Tip Catch
Category	Survival
Trigger	When you receive an attack by a Piercing weapon (arrow or spear) from an enemy that has up to 2 Mind Points.
Effect	You gain 1 Block Defense Die.
Recharge	After you receive another attack by a Piercing weapon.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You gain 1 Block Defense Die against enemies with up to 3 Mind Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You gain 2 Block Defense Dice against enemies with up to 3 Mind Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You gain 2 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You gain 3 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 2.

Name	Butterfly Slap
Category	Survival
Trigger	When you receive an attack by a Slashing weapon (sword or axe) from an enemy that has up to 2 Mind Points.
Effect	You gain 1 Block Defense Die.
Recharge	After you receive another attack by a Slashing weapon.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You gain 1 Block Defense Die against enemies with up to 3 Mind Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You gain 2 Block Defense Dice against enemies with up to 3 Mind Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You gain 2 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You gain 3 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 2.

Name	Impact Absorption
Category	Survival
Trigger	When you receive an attack by a Bludgeoning weapon (hammer or mace) from an enemy that has up to 2 Mind Points.
Effect	You gain 1 Block Defense Die.
Recharge	After you receive another attack by a Bludgeoning weapon.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You gain 1 Block Defense Die against enemies with up to 3 Mind Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You gain 2 Block Defense Dice against enemies with up to 3 Mind Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You gain 2 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You gain 3 Block Defense Dice against enemies with up to 4 Mind Points. This ability also increases your Character Level by 2.

Name	Awareness
Category	Survival
Trigger	When you get ambushed (by assassins or Wandering Monsters, which in this variant don't let you roll Evade Defense Dice).
Effect	You retain 1 Evade Defense Die against the ambusher.
Recharge	After you get ambushed again.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Evade Defense Dice. You retain 2 Evade Defense Dice against the ambusher.
Level 3	You can upgrade this ability to Level 3, if you have at least 3 Evade Defense Dice. You retain 3 Evade Defense Dice against the ambusher. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Evade Defense Dice. You retain 3 Evade Defense Dice against the ambusher. You also gain 1 Attack Die against the ambusher in specific. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Evade Defense Dice. You retain 3 Evade Defense Dice against the ambusher. You also gain 1 Attack Die against the ambusher in specific. You also motivate your allies in the area, allowing them to retain 1 Evade Defense Die as well. This ability also increases your Character Level by 2.

Name	Adaptability
Category	Survival
Trigger	When you receive an attack from a chosen enemy.
Effect	Choose 1 enemy type. You gain 1 Evade Defense Die against an attack from a chosen enemy.
Recharge	After you receive another attack from a chosen enemy.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Evade Defense Dice. Choose 2 enemy types. You gain 2 Evade Defense Dice against an attack from a chosen enemy.
Level 3	You can upgrade this ability to Level 3, if you have at least 3 Evade Defense Dice. Choose 3 enemy types. You gain 2 Evade Defense Dice against an attack from a chosen enemy. You also gain 1 Attack Die against the chosen enemy. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Evade Defense Dice. Choose 4 enemy types. You gain 3 Evade Defense Dice against an attack from a chosen enemy. You also gain 1 Attack Die against the chosen enemy. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Evade Defense Dice. Choose 5 enemy types. You gain 3 Evade Defense Dice against an attack from a chosen enemy. You also gain 1 Attack Die against the chosen enemy. You also motivate your allies in the area, giving them 1 Evade Defense Die against an attack from a chosen enemy. This ability also increases your Character Level by 2.

Name	Stalwart
Category	Survival
Trigger	When your Body Points go down to 0.
Effect	You gain X Body Points.
Recharge	As soon as you use this ability, roll 1 Combat Die. If you get a Black Shield, you can use this ability again after 2 turns (If you are brought down to 0 again in the meantime, you cannot use the ability).
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You roll 2 Combat Dice. It takes 3 turns to recharge.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You roll 3 Combat Dice. It takes 4 turns to recharge. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You roll 4 Combat Dice. It takes 5 turns to recharge. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You roll 5 Combat Dice. It takes 6 turns to recharge. This ability also increases your Character Level by 2.

Notice: This is a modified Knight ability.

Name	Iron Body
Category	Survival
Trigger	When you defend.
Effect	You lose your Movement Phase and 1 Evade Defense Die. You gain 1 Block Defense Die. During your turn you do regain your Movement Phase or your Evade Defense Die. Every extra level in this ability converts another die. You can convert only up to the maximum number of your Evade Defense Dice.
Recharge	When you defend normally.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Evade Defense Dice. You lose your Movement Phase and 2 Evade Defense Dice. You gain 2 Block Defense Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 3 Evade Defense Dice. You lose your Movement Phase and 3 Evade Defense Dice. You gain 3 Block Defense Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Evade Defense Dice. You lose 3 Evade Defense Dice. You gain 3 Block Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Evade Defense Dice. You lose 3 Evade Defense Dice. You gain 3 Block Defense Dice and 1 Attack Die against the attacker. This ability also increases your Character Level by 2.

Name	Lifter
Category	Survival
Effect	You increase Your Carry Limit by 20 units.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You increase Carry Limit by 40 units.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You increase Carry Limit by 60 units. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You increase Carry Limit by 80 units. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You increase Carry Limit by 100 units. This ability also increases your Character Level by 2.

Notice: A character can carry units equal to 5 times his Body Points. A scroll is 1 unit, a potion is 2 units, 100 gold coins are 5 units, armor is 5 units per 1 Block Defense Die, and weapons are 5 units per 1 Attack Die. Carrying more than your maximum, halves your Movement up until twice the maximum. You can't move if you carry more than twice the maximum.

Name	Metabolism
Category	Survival
Trigger	When you receive buffs from food or drinks.
Effect	Buffs increase by 1 die or 1 point.
Recharge	As soon as you use this ability, roll 1 Combat Die. If you get a Black Shield, you can use this ability again.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Name	Immunity
Category	Survival
Trigger	When you receive debuffs from food or drinks.
Effect	Debuffs decrease by 1 die or 1 point.
Recharge	As soon as you use this ability, roll 1 Combat Die. If you get a Black Shield, you can use this ability again.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Special: The Bezoar Stone gives a character 1 Level in this ability.

Name	First Aid
Category	Survival
Trigger	Right after a battle.
Effect	You can attempt to heal 1 Body Point on yourself or one of your allies. Roll a Combat Die. You heal 1 Body Point for every Black Shield.
Recharge	After a battle, without using this ability.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Special: The First Aid Kit gives a character 1 Level in this ability.

Name	Magic Affinity
Category	Sorcery
Trigger	When you receive buffs from magic.
Effect	Buffs increase by 1 die or 1 point.
Recharge	As soon as you use this ability, roll 1 Combat Die. If you get a Black Shield, you can use this ability again.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Special: The Pentagram gives a character 1 Level in this ability.

Name	Magic Defense
Category	Sorcery
Trigger	When you receive debuffs from magic.
Effect	Debuffs increase by 1 die or 1 point.
Recharge	As soon as you use this ability, roll 1 Combat Die. If you get a Black Shield, you can use this ability again.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Special: The Pentagram gives a character 1 Level in this ability.

Name	Magic Fusion
Category	Sorcery
Trigger	When you cast a spell.
Effect	There is a possibility for you to cast 2 different spells in the same turn. Roll a Combat Die. If you get a Black Shield, you can immediately use another spell.
Recharge	After you cast a spell.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Name	Doublecast
Category	Sorcery
Trigger	When you cast a spell.
Effect	There is a possibility for you to cast the same spell twice. When you cast it, roll a Combat Die. If you get a Black Shield, the spell is used twice. If this happens, you lose a different spell.
Recharge	After you cast a spell.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 3 Combat Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 4 Combat Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 5 Combat Dice. This ability also increases your Character Level by 2.

Name	Magic Circle
Category	Sorcery
Trigger	When you cast a spell.
Effect	You cast one of your spells on a wall or a floor. The spell effects activate whenever you want and affects the creatures in that area only. The spell is at level 1.
Recharge	After you cast a spell.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. The spell is at level 2.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The spell is at level 3. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The spell is at level 4. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The spell is at level 5. This ability also increases your Character Level by 2.

Name	Copy Magic
Category	Sorcery
Trigger	When you see someone casting a spell.
Effect	You copy the spell. You lose a different spell you have. The copied spell is at level 1.
Recharge	After you see someone casting a spell again.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. The copied spell is at level 2.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The copied spell is at level 3. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The copied spell is at level 4. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The copied spell is at level 5. This ability also increases your Character Level by 2.

Name	Magic Glyph
Category	Sorcery
Trigger	During your Action Phase.
Effect	You transfer one of your spells to another creature. It can cast it whenever it wants to, but it will use its stats for purposes of Duels and Resistances. The copied spell is at level 1.
Recharge	After you cast a spell.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. The copied spell is at level 2.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The copied spell is at level 3. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The copied spell is at level 4. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The copied spell is at level 5. This ability also increases your Character Level by 2.

Name	Counterspell
Category	Sorcery
Trigger	When you see someone casting a spell.
Effect	You immediately cast a spell against him. You can optionally have an Intelligence versus Intelligence Duel with him. If you win, both spells are canceled and no effect takes place.
Recharge	After you see someone casting a spell again.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 1 extra die in the Duel.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 2 extra dice in the Duel. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 3 extra dice in the Duel. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 4 extra dice in the Duel. This ability also increases your Character Level by 2.

Notice: This actually happens in the original cover art of the core game.

Name	Magic Recall
Category	Sorcery
Trigger	When you cast a spell.
Effect	You can attempt to gain back one of your used spells. Roll a Combat Die. If you get a Black Shield, the spell can be reused. You can recall only 1 spell per Quest.
Recharge	After you cast a spell.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 2 Combat Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 2 Combat Dice. You can recall up to 2 spells. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 3 Combat Dice. You can recall up to 2 spells. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 3 Combat Dice. You can recall up to 3 spells. This ability also increases your Character Level by 2.

Name	Spellcasting
Category	Sorcery
Effect	If you have at least 3 Mind Points you can use 1 spell per Quest.
Level 2	You can upgrade this ability to Level 2, if you have at least 4 Mind Points. You can use 3 spells per Quest. This ability also increases your Character Level by 1.
Level 3	You can upgrade this ability to Level 3, if you have at least 5 Mind Points. You can use 6 spells per Quest. This ability also increases your Character Level by 2.
Level 4	You can upgrade this ability to Level 4, if you have at least 6 Mind Points. You can use 9 spells per Quest. This ability also increases your Character Level by 3.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Mind Points. You can use 12 spells per Quest. This ability also increases your Character Level by 4.

Notice: This ability is meant to excuse why some characters begin as spellcasters. All spellcasters except the Wizard begin with this ability at Level 2. The Wizard begins with this ability at Level 4. You are free to allow non-spellcasters to learn this ability.

Name	Retaliation
Category	Battle
Trigger	When you receive a melee-attack and you get injured.
Effect	Immediately attack the enemy who melee-attacked you with 1 Attack Die.
Recharge	After you receive another melee-attack and you get injured.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. Immediately attack the enemy who melee-attacked you with 2 Attack Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. Immediately attack the enemy who melee-attacked you with 2 Attack Dice, or attack the enemy who ranged-attacked you with 1 Attack Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. Immediately attack the enemy who melee or ranged attacked you with 2 Attack Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. Immediately attack the enemy who melee-attacked you with 3 Attack Dice, or attack the enemy who ranged-attacked you with 2 Attack Dice. This ability also increases your Character Level by 2.

Notice: This is a modified Berserker ability.

Name	Enrage
Category	Battle
Trigger	When you perform a melee-attack.
Effect	You lose 1 Body Point. You gain 1 Attack Die.
Recharge	After you melee-attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. Roll a Combat Die. If you get a Skull, you lose 1 Body Point. You gain 1 Attack Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. Roll a Combat Die. If you get a Skull, you lose 1 Body Point. You lose 1 Body Point. You gain 2 Attack Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. Roll 2 Combat Dice. For each Skull, you lose 1 Body Point. You gain 2 Attack Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. Roll 2 Combat Dice. For each Skull, you lose 1 Body Point. You lose 1 Body Point. You gain 3 Attack Dice. This ability also increases your Character Level by 2.

Notice: This is a modified Berserker ability.

Name	Frenzy (or Eye of the Storm)
Category	Battle
Trigger	When you get injured.
Effect	On your turn, you can optionally perform a melee-attack on every opponent around you (including diagonally) with 1 Attack Die.
Recharge	After you get injured again.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. The melee-attack increases to 2 Attack Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. The melee-attack increases to 2 Attack Dice. You gain 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. The melee-attack increases to 2 Attack Dice. You gain 1 Evade Defense Die. Regardless of hitting an opponent, he is affected by Push. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. The melee-attack increases to 3 Attack Dice. You gain 1 Evade Defense Die. Regardless of hitting an opponent, he is affected by Push. This ability also increases your Character Level by 2.

Notice: This is a modified Berserker and Monk ability.

Name	Favored Enemy
Category	Battle
Trigger	When you perform a melee-attack against a chosen enemy.
Effect	Choose 1 enemy type. You gain 1 Attack Die against a chosen enemy.
Recharge	After you receive an attack from a chosen enemy.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. Choose 2 enemy types. You gain 1 Attack Die against a chosen enemy.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. Choose 2 enemy types. You gain 2 Attack Dice against a chosen enemy. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. Choose 3 enemy types. You gain 2 Attack Dice against a chosen enemy. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. Choose 3 enemy types. You gain 3 Attack Dice against a chosen enemy. This ability also increases your Character Level by 2.

Name	Weapon Proficiency
Category	Battle
Trigger	When you perform a melee-attack with a specific 1 Attack Die weapon of choice.
Effect	You have +1 Accuracy with that weapon.
Recharge	After you melee-attack normally with the weapon.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. You have +1 Accuracy with a specific 1 or 2 Attack Dice melee weapon of choice.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You have +1 Accuracy with a specific 1 or 2 Attack Dice melee weapon of choice. Also, you have +1 Accuracy with a specific 1 Attack Die ranged or thrown weapon of choice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. You have +1 Accuracy with a specific 1 or 2 Attack Dice melee weapon of choice. Also, you have +1 Accuracy with a specific 1 or 2 Attack Dice ranged or thrown weapon of choice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. You have +1 Accuracy with a specific 1 or 2 or 3 Attack Dice melee weapon of choice. Also, you have +1 Accuracy with a specific 1 or 2 Attack Dice ranged or thrown weapon of choice. This ability also increases your Character Level by 2.

Name	Parry
Category	Battle
Trigger	When you perform a melee-attack and you get Skulls that don't get blocked by the enemy's Shields or are not spent on the enemy's Body Points (because the Skulls exceed the Body Points).
Effect	Your next defend against a melee-attack gains 1 Block Defense Die.
Recharge	After you defend normally.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. Your next defend against a melee-attack or ranged-attack gains 1 Block Defense Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. Your next defend against a melee-attack gains 2 Block Defense Dice. Your next defend against a ranged-attack gains 1 Block Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. Your next defend against a melee-attack or ranged-attack gains 2 Block Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. Your next defend against a melee-attack gains 3 Block Defense Dice. Your next defend against a ranged-attack gains 2 Block Defense Dice. This ability also increases your Character Level by 2.

Name	Bash
Category	Battle
Trigger	When you defend against a melee-attack and you get more Shields than the enemy's Skulls.
Effect	Your next melee-attack gains 1 Attack Die.
Recharge	After you melee-attack normally.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. Your next melee-attack or ranged-attack gains 1 Attack Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You get the extra Attack Die even when you defend against a range-attack. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. Your next melee-attack gains 2 Attack Dice. Your next ranged-attack gains 1 Attack Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. Your next melee-attack or ranged-attack gains 2 Attack Dice. This ability also increases your Character Level by 2.

Name	Double-handed Attack
Category	Battle
Trigger	When you perform a melee-attack with a 1 Attack Die weapon, without holding something with your second hand.
Effect	Your attack gains 1 die.
Recharge	After another normal melee-attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. Your attack gains 1 die even with a 2 Attack Dice weapon.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. Your attack gains 1 die even with a 2 Attack Dice weapon. The defender loses 1 Block Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. Your attack gains 1 die even with a 3 Attack Dice weapon. The defender loses 1 Block Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. Your attack gains 1 die even with a 3 Attack Dice weapon. The defender loses 2 Block Defense Dice. This ability also increases your Character Level by 2.

Name	Ambidextrous
Category	Battle
Trigger	When you perform a melee-attack, with a one-handed weapon.
Effect	You can hold a 1 Attack Die weapon with your second hand, and perform a second attack right away.
Recharge	After another melee-attack with 1 weapon.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. You can hold a 2 Attack Dice weapon with your second hand.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You can hold a 2 Attack Dice weapon with your second hand. You can also use immediately a 1 Attack Die ranged or thrown weapon against a different, non-adjacent target. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. You can hold a 3 Attack Dice weapon with your second hand. You can also use immediately a 1 Attack Die ranged or thrown weapon against a different, non-adjacent target. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. You can hold a 3 Attack Dice weapon with your second hand. You can also use immediately a 1 or 2 Attack Dice ranged or thrown weapon against a different, non-adjacent target. This ability also increases your Character Level by 2.

Notice: This is a modified Rogue ability.

Name	Double Attack
Category	Battle
Trigger	When you perform a melee-attack.
Effect	If your attack injures the target, you can attack the same target a second time with 1 Attack Die.
Recharge	After a normal melee-attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. You can attack the same target a second time with 2 Attack Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You can attack the same target a second time with 2 Attack Dice. He also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. You can attack the same target a second time with 3 Attack Dice. He also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. You can attack the same target a second time with 3 Attack Dice. He also loses 2 Evade Defense Dice. This ability also increases your Character Level by 2.

Notice: This is a modified Polar Warbear ability.

Name	Cleave Attack
Category	Battle
Trigger	When you perform a melee-attack.
Effect	You attack two adjacent targets. The second attack will be 1 Attack Die.
Recharge	After you perform a normal melee-attack.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. The second attack will be 2 Attack Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. The second attack will be 2 Attack Dice. The defender also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. The second attack will be 3 Attack Dice. The defender also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. The second attack will be 3 Attack Dice. The defender also loses 2 Evade Defense Dice. This ability also increases your Character Level by 2.

Name	Thrower
Category	Battle
Trigger	When you perform a ranged-attack, or when you throw a weapon or object or piece of furniture.
Effect	Range increases by 1 square. Attack increases by 1 die.
Recharge	After you ranged-attack or throw something normally.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. Range increases by 1 square. Attack increases by 1 die. The defender is affected by Push.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. Range increases by 1 square. Attack increases by 1 die. The defender loses 1 Evade Defense Die and is affected by Push. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 2 Attack Dice. Range increases by 2 squares. Attack increases by 2 dice. The defender loses 1 Evade Defense Die and is affected by Push. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. Range increases by 2 squares. Attack increases by 2 dice. The defender loses 2 Evade Defense Dice and is affected by Push. This ability also increases your Character Level by 2.

Name	Breaker
Category	Battle
Trigger	When you perform a Strength Duel, or attempt to break something (a table or the lock on a door), against a defender or item that has up to 2 Body Points.
Effect	You gain 1 Attack Die. Keep in mind that the noise from the breaking might alert enemies in other areas (Zargon decides).
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You gain 1 Attack Die against a defender or item that has up to 3 Body Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You gain 2 Attack Dice against a defender or item that has up to 3 Body Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You gain 2 Attack Dice against a defender or item that has up to 4 Body Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You increase Carry Limit by 100 units. This ability also increases your Character Level by 2.

Notice: In this variant all items can break. Small glass items have 1 Body Point, wooden have 2, metal have 3, stone have 4. If their size is almost as big as a human, add another Body Point to the total. For each doubling of the size compared to a human, add yet another Body Point.

Name	Strength of Mountain
Category	Battle
Trigger	When you perform a melee-attack.
Effect	You turn 2 Evade Defense Dice into 1 Attack Die.
Recharge	After you defend with the lowered Evade Defense Dice.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Evade Defense Dice. You turn 1 Evade Defense Die into 1 Attack Die.
Level 3	You can upgrade this ability to Level 2, if you have at least 3 Evade Defense Dice. You turn 3 Evade Defense Dice into 2 Attack Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 2, if you have at least 3 Evade Defense Dice. You turn 2 Evade Defense Dice into 2 Attack Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 2, if you have at least 3 Evade Defense Dice. You turn 1 Evade Defense Die into 2 Attack Dice. This ability also increases your Character Level by 2.

Notice: This is a modified Monk ability.

Name	Quick Shot
Category	Battle
Trigger	When you range-attack.
Effect	You can move and range-attack on the same turn.
Recharge	After you range-attack again.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You can move and range-attack on the same turn. You can also range-attack as if it's a melee-attack (in this variant you normally can't do that).
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You can move and range-attack on the same turn. You can also range-attack as if it's a melee-attack. The defender also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You can move and range-attack on the same turn. You can also range-attack as if it's a melee-attack. You can also target someone even if he hides behind a creature or a wall (ricochet shot). The defender also loses 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You can move and range-attack on the same turn. You can also range-attack as if it's a melee-attack. You can also target someone even if he hides behind a creature or a wall (ricochet shot). The defender also loses 2 Evade Defense Dice. This ability also increases your Character Level by 2.

Notice: This is part of a variant that nerfs weapons such as the crossbow because it was offering cheap wins. In this variant you can't constantly shoot with a bow or crossbow if you move on your turn. You can either shoot on every second turn by moving as normal, or shoot on every turn by standing still. Also you can't shoot at someone standing right next to you.

Name	Combat Mobility (or Agility)
Category	Tactic
Trigger	When you move through enemy-occupied spaces or hindered terrain.
Effect	You can pass through 1 enemy-occupied space as long as your Movement is higher than theirs. You also lower penalties in Movement by 1 square. Does not work when you are immobilized.
Recharge	After you move normally for 1 round.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You can pass through 2 enemy-occupied spaces as long as your Movement is higher than theirs. You lower penalties in Movement by 1 square.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You can pass through 2 enemy-occupied spaces as long as your Movement is higher than theirs. You lower penalties in Movement by 2 squares. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You can pass through 3 enemy-occupied spaces as long as your Movement is higher than theirs. You lower penalties in Movement by 2 squares. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You can pass through 3 enemy-occupied spaces as long as your Movement is higher than theirs. You lower penalties in Movement by 3 squares. This ability also increases your Character Level by 2.

Notice: This is a modified Rogue ability.

Name	Ramming
Category	Tactic
Trigger	When you perform a melee-attack before your Movement Phase.
Effect	Lose your Movement Phase. Move 1 square in any one direction and perform a melee-attack. Regardless of hitting the target, he is affected with Push.
Recharge	After you move normally.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. Move up to 2 squares. Gain 1 die to Push.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. Move up to 3 squares. Gain 2 dice to Push. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. Move up to 4 squares. Gain 3 dice to Push. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. Move up to 5 squares. Gain 4 dice to Push. This ability also increases your Character Level by 2.

Name	Tumble
Category	Tactic
Trigger	When you defend against a melee-attack and there is a free square around you (including diagonal).
Effect	You gain 1 Evade Defense Die. If you avoid the attack, you move to that free square.
Recharge	After you receive another attack.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You gain 1 Evade Defense Die even when you defend against a ranged-attack.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You gain 2 Evade Defense Dice when you defend against a melee-attack and there are 3 free squares around you (including diagonal). You gain 1 Evade Defense Die even when you defend against a ranged-attack and there is a free square around you (including diagonal). This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You gain 2 Evade Defense Dice when you defend against a melee or ranged attack and there are 3 free squares around you (including diagonal). This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You gain 3 Evade Defense Dice when you defend against a melee-attack and there are 5 free squares around you (including diagonal). You gain 2 Evade Defense Dice even when you defend against a ranged-attack and are 3 free squares around you (including diagonal). This ability also increases your Character Level by 2.

Notice: This is a modified Dark Wings (Warlock) ability and a modified Twisting Torrent (Monk) ability.

Name	Clever Tactician
Category	Tactic
Trigger	When you perform your Action Phase after your leave your Movement Phase incomplete.
Effect	You can continue your Movement Phase.
Recharge	After you move normally for 1 round.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. Your Movement after your Action Phase increases by 1 square.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. Your Movement after your Action Phase increases by 2 squares.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. Your Movement after your Action Phase increases by 3 squares.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. Your Movement after your Action Phase increases by 4 squares.

Notice: This is a modified Tidal Surge (Monk) ability, as well as a Jungles of Delthrak ability.

Name	Flanking
Category	Tactic
Trigger	When you perform a melee-attack against an enemy that has already been attacked by another hero in the same round.
Effect	The defender loses 1 Evade Defense Die.
Recharge	After you melee-attack normally.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. You have 1 extra Attack die against him. He loses 1 Evade Defense Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You have 1 extra Attack dice against him. He loses 2 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. You have 2 extra Attack dice against him. He loses 2 Evade Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. You have 2 extra Attack dice against him. He loses 3 Evade Defense Dice. This ability also increases your Character Level by 2.

Name	Cover
Type	Tactic
Trigger	When an enemy is about to melee-attack an adjacent ally with up to 2 Attack Dice.
Effect	You switch places with your ally and defend against the attack instead of him.
Recharge	After an enemy attacks an adjacent ally.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You can switch even against a ranged-attack.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You can switch against a melee-attack of up to 3 Attack Dice, or a ranged-attack of up to 2 Attack Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You can switch against a melee or ranged attack of up to 3 Attack Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You can switch against a melee-attack of up to 4 Attack Dice, or a ranged-attack of up to 3 Attack Dice. This ability also increases your Character Level by 2.

Notice: This is a modified Knight's Challenge (Knight) ability.

Name	Swap
Type	Tactic
Trigger	When an enemy is about to melee-attack you with up to 2 Attack Dice and there is another enemy with 1 Mind Point next to you.
Effect	You switch places with the enemy and he defends against the attack instead of you.
Recharge	After you receive a melee-attack.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You can switch with an enemy that has up to 2 Mind Points.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You can switch with an enemy that has up to 2 Mind Points even against a ranged-attack. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You can switch with an enemy that has up to 2 Mind Points against a melee-attack of up to 3 Attack Dice, or a ranged-attack of up to 2 Attack Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You can switch with an enemy that has up to 2 Mind Points against a melee or a ranged attack of up to 3 Attack Dice. This ability also increases your Character Level by 2.

Name	Somersault
Type	Tactic
Trigger	When you move and something stands in your way.
Effect	You jump over 1 square, avoiding traps, furniture, and other creatures.
Recharge	After you move normally.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. You can jump over 2 squares, and then pounce on an enemy (melee-attack with 1 Attack Die).
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. You can jump over 3 squares, and then pounce on an enemy (melee-attack with 2 Attack Dice). This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. You can jump over 4 squares, and then pounce on an enemy (melee-attack with 3 Attack Dice). This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You can jump over 5 squares, and then pounce on an enemy (melee-attack with 4 Attack Dice). This ability also increases your Character Level by 2.

Notice: This is a modified Soaring Dragon (Monk) ability.

Name	Steadfastness
Type	Tactic
Trigger	When you defend.
Effect	You lose your Movement Phase. You turn 1 Attack Die into 1 Block Defense Die. You also don't let enemies to pass through you or next to you, unless they best you in a Strength versus Strength Duel. Abilities with a higher Level than this ability (for example, Combat Mobility) can negate this effect.
Recharge	After 2 turns.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice. You turn 2 Attack Dice into 2 Block Defense Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice. You turn 2 Attack Dice into 3 Block Defense Dice. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice. You turn 3 Attack Dice into 4 Block Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice. You turn 3 Attack Dice into 5 Block Defense Dice. This ability also increases your Character Level by 2.

Name	Trap Disarming
Category	Craft
Trigger	When you attempt to disarm a trap (this variant replaces the normal way traps are disarmed).
Effect	You and the trap have an Intelligence versus Intelligence Duel. The trap has Mind Points equal to the one who made it (Zargon decides). If you win, the trap is disarmed. If you lose by 1 Skull, the trap is not disarmed. If you lose by 2 Skulls, the trap activates but you are not affected. If you lose by more than 2 Skulls, the trap activates and you are affected. You are allowed to disarm each trap only once.
Recharge	After 2 turns.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 1 extra die in the duel.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 2 extra dice in the duel. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 3 extra dice in the duel. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 4 extra dice in the duel. This ability also increases your Character Level by 2.

Notice: This is a modified Dwarf/Rogue/Explorer ability.

Special: The Tool Kit gives 1 extra die to this ability.

Name	Lock Picking
Category	Craft
Trigger	When you attempt to pick the lock of a locked door or treasure chest.
Effect	You and the lock have an Intelligence versus Intelligence Duel. The lock has Mind Points equal to the one who made it (Zargon decides). If you win, the lock opens. You can attempt to Lock Pick only once per lock.
Recharge	After 2 turns.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You roll 1 extra die in the duel.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You roll 2 extra dice in the duel. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You roll 3 extra dice in the duel. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You roll 4 extra dice in the duel. This ability also increases your Character Level by 2.

Notice: Normally, the heroes can't open locked doors or treasure chests without a key (or without breaking the object). This ability allows them to open locked doors or treasure chests without a key.

Special: The Thieves' Tools give a character 1 more Level in this ability.

Name	Repair
Category	Craft
Trigger	When you have a damaged piece of equipment.
Effect	Spend your Action Phase in repairing 1 point of damage. You can only do this 1 time on each Quest.
Recharge	After 2 turns.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You can repair 2 points of damage per Quest.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You can repair 3 points of damage per Quest. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You can repair 4 points of damage per Quest. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You can repair 5 points of damage per Quest. This ability also increases your Character Level by 2.

Notice: Normally, equipment doesn't get damaged. In this variant, receiving more than 1 Body Point of damage at once causes a weapon or piece of armor to optionally absorb the damage and lose 1 die in Attack or Defense.

Special: The Tool Kit gives 1 extra die to this ability.

Name	Trap Setting
Category	Craft
Trigger	When you set up a trap.
Effect	Spend your Action Phase to place a Caltrops trap that your allies can pass over, while enemies activate it. Enemies who see you setting the trap, won't fall on it. They need to not have line of sight.
Recharge	After the trap is activated or disarmed (automatically, by you).
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. You can place a Spear trap.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. You can place a Pit trap. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. You can place a Gas trap (2 Body Point damage) trap. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. You can place a Falling Boulder trap. This ability also increases your Character Level by 2.

Special: The Tool Kit gives 1 extra die to this ability.

Name	Forge
Category	Craft
Trigger	When you are in the Market Phase.
Effect	Roll a Combat Die. If you get a Skull, you gain an item with a selling value of up to 50 Gold.
Recharge	During the next Market Phase.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. The value goes up to 100 Gold. You can optionally attempt to create a forgery of an item with a selling value of up to 200 Gold. If you fail, you instead pay a fine of 100 Gold.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The value goes up to 150 Gold. You can optionally attempt to create a forgery of an item with a selling value of up to 300 Gold. If you fail, you instead pay a fine of 150 Gold. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The value goes up to 200 Gold. You can optionally attempt to create a forgery of an item with a selling value of up to 400 Gold. If you fail, you instead pay a fine of 200 Gold. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The value goes up to 250 Gold. You can optionally attempt to create a forgery of an item with a selling value of up to 500 Gold. If you fail, you instead pay a fine of 250 Gold. This ability also increases your Character Level by 2.

Special: The Tool Kit gives 1 extra die to this ability.

Name	Haggle
Type	Charisma
Trigger	When you are in the Market Phase.
Effect	Roll a Combat Die. If you get a Skull, the first item you buy has a discount of 10%.
Recharge	During the next Market Phase.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. The discount goes up to 20%. You can optionally attempt to scam someone by selling an item 40% higher. If you fail, you instead sell it 20% less.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The discount goes up to 30%. You can optionally attempt to scam someone by selling an item 60% higher. If you fail, you instead sell it 30% less. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The discount goes up to 40%. You can optionally attempt to scam someone by selling an item 80% higher. If you fail, you instead sell it 40% less. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The discount goes up to 50%. You can optionally attempt to scam someone by selling an item 100% higher. If you fail, you instead sell it 50% less. This ability also increases your Character Level by 2.

Name	Morale
Type	Charisma
Trigger	At the beginning of a battle.
Effect	All allies gain 1 Evade Defense Die.
Recharge	After you survive the next battle.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points. All allies gain 1 Evade Defense Die. All enemies with up to 2 Mind Points lose 1 Evade Defense Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points. The discount goes up to 30%. All allies gain 1 Attack Die and 1 Evade Defense Die. All enemies with up to 2 Mind Points lose 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points. The discount goes up to 40%. All allies gain 1 Attack Die and 1 Evade Defense Die. All enemies with up to 2 Mind Points lose 1 Attack Die and 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points. The discount goes up to 50%. All allies gain 1 Attack Die and 1 Evade Defense Die. All enemies with up to 3 Mind Points lose 1 Attack Die and 1 Evade Defense Die. This ability also increases your Character Level by 2.

Name	Armor Limitation
Type	Limitation
Effect	You limit yourself from ever having Block Defense Dice (by using armor). You automatically gain 3 Levels in any other ability.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You gain 1 Evade Defense Die when you don't have any Block Defense Dice.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You are allowed to have 1 Block Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You are allowed to have up to 2 Block Defense Dice. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You are allowed to have up to 3 Block Defense Dice. This ability also increases your Character Level by 2.

Notice: In canon, Wizards, Warlocks, and Druids can't wear Helmets, Mails, or Shields. This limitation can be used to level up their Spellcasting ability. Also in canon, Bards and Monks begin with this ability at Level 2.

Name	Weapon Limitation
Type	Limitation
Effect	You limit yourself from ever using certain types of weapons (2 Attack Dice Melee or above, or Ranged). You automatically gain 3 Levels in any other ability.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You are allowed to use 2 Attack Dice Melee weapons.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You are allowed to use 3 Attack Dice Melee weapons. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You are allowed to use 4 Attack Dice Melee weapons. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You are allowed to use Ranged weapons. This ability also increases your Character Level by 2.

Notice: In canon, Wizards, Warlocks, and Druids can't use 2AD Melee or above, and the Berserker can't use Ranged.

Name	Movement Limitation
Type	Limitation
Effect	You slow down your Movement by 4 squares. You lose 1 Evade Defense Die. You automatically gain 3 Levels in any other ability.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points. You slow down your Movement by 3 squares. You lose 1 Evade Defense Die.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points. You slow down your Movement by 2 squares. You lose 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points. You slow down your Movement by 1 square. You lose 1 Evade Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points. You no longer have less Movement or Evade Defense Dice. This ability also increases your Character Level by 2.

Notice: In canon, all heroes have a fixed movement of 8 squares. This ability can be used to make some heroes, such as the Dwarf, slower.

Name	Iron Fists
Type	Limitation
Effect	You limit yourself from ever using weapons. Your unarmed attacks gain 1 Attack Die.
Level 2	You can upgrade this ability to Level 2, if you have at least a Movement of 9. Your unarmed attacks gain 1 Attack Die can hit diagonally or 2 squares away, horizontally.
Level 3	You can upgrade this ability to Level 3, if you have at least a Movement of 10. Your unarmed attacks gain 1 Attack Die and can hit diagonally or 2 squares away, horizontally. The defender is affected by Push. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least a Movement of 11. Your unarmed attacks gain 1 Attack Die and can hit diagonally or 2 squares away, horizontally. The defender is affected by Push and loses 1 Block Defense Die. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least a Movement of 12. You are allowed to use weapons. This ability also increases your Character Level by 2.

Notice: In canon, only the Monk has this Limitation.

Name	Martial Training
Type	Statistic Boost
Effect	If your hero has reached Level 20, you gain 1 extra Attack Die in all melee-attacks.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Attack Dice and your hero has reached Level 40. You gain 1 extra Attack Die in all melee and ranged attacks.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice and your hero has reached Level 60. You gain 2 extra Attack Dice in all melee-attacks, and 1 extra Attack Die in all ranged-attacks. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice and your hero has reached Level 80. You gain 2 extra Attack Dice in all melee and ranged attacks. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice and your hero has reached Level 100. You gain 3 extra Attack Dice in all melee-attacks, and 2 extra Attack Dice in all ranged-attacks. This ability also increases your Character Level by 2.

Name	Ascetic Training
Type	Statistic Boost
Effect	If your hero has reached Level 20, you gain 1 extra Evade Defense Die against all melee-attacks.
Level 2	You can upgrade this ability to Level 2, if you have at least 2 Evade Defense Dice and your hero has reached Level 40. You gain 1 extra Evade Defense Die against all melee and ranged attacks.
Level 3	You can upgrade this ability to Level 3, if you have at least 2 Attack Dice and your hero has reached Level 60. You gain 1 extra Evade Defense Die, and 1 extra Block Defense Die against all melee-attacks. You gain 1 extra Evade Defense Die against all ranged-attacks. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 3 Attack Dice and your hero has reached Level 80. You gain 1 extra Evade Defense Die, and 1 extra Block Defense Die against all melee and ranged attacks. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 3 Attack Dice and your hero has reached Level 100. You gain 2 extra Evade Defense Dice, and 1 extra Block Defense Die against all melee-attacks. You gain 2 extra Evade Defense Dice against all ranged-attacks. This ability also increases your Character Level by 2.

Name	Body Building
Type	Statistic Boost
Effect	If your hero has reached Level 20, you gain 1 extra Body Point.
Level 2	You can upgrade this ability to Level 2, if you have at least 5 Body Points and your hero has reached Level 40. You gain 2 extra Body Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 6 Body Points and your hero has reached Level 60. You gain 3 extra Body Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 7 Body Points and your hero has reached Level 80. You gain 4 extra Body Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 8 Body Points and your hero has reached Level 100. You gain 5 extra Body Points. This ability also increases your Character Level by 2.

Name	Academic Studies
Type	Statistic Boost
Effect	If your hero has reached Level 20, you gain 1 extra Mind Point.
Level 2	You can upgrade this ability to Level 2, if you have at least 3 Mind Points and your hero has reached Level 40. You gain 2 extra Mind Points.
Level 3	You can upgrade this ability to Level 3, if you have at least 4 Mind Points and your hero has reached Level 60. You gain 3 extra Mind Points. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if you have at least 5 Mind Points and your hero has reached Level 80. You gain 4 extra Mind Points. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if you have at least 6 Mind Points and your hero has reached Level 100. You gain 5 extra Mind Points. This ability also increases your Character Level by 2.

Name	Athletic Training
Type	Statistic Boost
Effect	If your hero has reached Level 20, you gain 1 extra square in Movement.
Level 2	You can upgrade this ability to Level 2, if your hero has reached Level 40. You gain 2 extra squares in Movement.
Level 3	You can upgrade this ability to Level 3, if your hero has reached Level 60. You gain 3 extra squares in Movement. This ability also increases your Character Level by 1.
Level 4	You can upgrade this ability to Level 4, if your hero has reached Level 80. You gain 4 extra squares in Movement. This ability also increases your Character Level by 1.
Level 5	You can upgrade this ability to Level 5, if your hero has reached Level 100. You gain 5 extra squares in Movement. This ability also increases your Character Level by 2.