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Attack Skills

Reach: This character can attack a character in an adjacent area with a Melee Attack if there is no obstacle (wall, door, bar, flap, etc.) between the characters' areas.

Ambidextrous: When this character performs a Melee Attack, the character can choose 2 of their 1-handed weapon cards to attack with.

Constriction: When this character's attack power is determined, if any die shows 2 or more symbols, move the attacker's and defender's models together so their bases touch. As long as they remain in the same area, the defender treats the attacker as though the attacker had Blocking.

Circular Strike: When this character kills an enemy character with a 2-handed Melee Attack, another enemy character in the same area suffers the excess damage from the attack (if that character is killed, repeat this process).

Precision strike: When this character performs a Melee Attack, the defender's armor value is reduced by 1 for that attack.

Attack From Beyond: When this character dies, before the model is removed from the board, the character may perform a free unarmed Melee Attack, rolling instead of their normal dice.

Counterattack: When a character attacks this character with a Melee Attack, after the attack is resolved, this character may immediately attack that character with a free unarmed Melee Attack, rolling instead of their normal dice.

Elite Shooter: This character's Ranged Attacks are not affected by hindering and ignore Protected.

Precision Shot: When this character performs a Ranged Attack, the defender's armor value is reduced by 1 for that attack.

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Movement Skills

Blocking: Enemy characters without Evasive cannot move out of this character's area.

Wall Wrecker: This character can spend 2 movement points to move across a wall or wooden door from 1 area to an adjacent area and place an opening token on that obstacle. Treat an opening token as a border that does not block line of sight.

Evasive: This character can move as if there were no enemy characters in the character's area.

Swimming: This character can move into water areas. Moving out of a water area costs 1 extra movement point.

Intangible: This character can spend 1 movement point to move across an obstacle from 1 area to an adjacent area. This character's movement is not affected by hindering.

Web Projection: Instead of their normal attack, this character can perform a Ranged Attack, rolling instead of their normal dice. If the attack power is higher than the defense power, the defender places a web token on their model and suffers no damage. A character with a web token cannot move, but can spend 4 movement points to discard the token.

Leap: This character can spend 2 movement points to roll . If the die shows symbols equal to or higher than the number on an adjacent leap area, place this model in an area adjacent to that area. Leaping is not affected by hindering.

Feline grace: Moving costs this character 1 fewer movement point if the movement is affected by hindering.

Flying: This character can spend 2 movement points to move from 1 area adjacent to a leap area to another area adjacent to the leap area. This character can spend 1 movement point to move across an obstacle.

Climb: This skill's effect is defined by the scenario.

Miscellaneous Skills

Alchemy: This skill's effect is defined by the scenario.

Leadership: This hero can move 1 gem from their Reserve zone to their Fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can be activated only once per turn.

Concentration: This character's die rolls are not affected by hindering.

Lock-picking: This character rolls an extra when picking a lock.

Fascination: A hero cannot attack this character unless this character has attacked that hero.

Horror: The exertion limit of Melee Attack, Ranged Attack, Move, and Manipulation actions of enemy characters in this character's area is 2.

Jinx: Enemy characters in this character's area cannot reroll dice.

Poison: This skill's effect is defined by the scenario.

Support: Friendly characters in this character's area can reroll 1 extra die for each of their actions.

Defense and Magic Skills

Sacrifice: When a friendly character in this character's area is attacked, before dice are rolled, this character may choose to be attacked instead. This character cannot Guard for that defense.

Untouchable: When this character defends against a Ranged Attack, their armor value is increased by 1 for that defense.

Bodyguard: When a friendly character in this character's area defends, this character can parry instead of that character's Guard action, adding the symbols shown on the dice to the character's defense power.

Protected: This character can be attacked only with area attacks if there is a friendly character without Protected in their area.

Spell caster: This character can have and cast spells.

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