



Special Skills

There are several unique special skills that a character can possess including magical spells. These skills are specified on the character's battle cards. Usage of all special skills is optional. These are advanced skills for the characters that you may not want to use the first couple of times you play the game until you are comfortable with the basic rules.



Frequency: Every battle round. **Barbarian Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against barbarians.



Frequency: Every battle round. **Barbarian Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against barbarians.



Frequency: Every battle round. **Chaos Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Chaos characters.



Frequency: Every battle round. **Chaos Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Chaos characters.



Frequency: Every battle round. **Dragon Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against dragons.



Frequency: Every battle round. **Dragon Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against dragons.



Frequency: Every battle round. **Equestrian Damage**
Usage: During a battle.
Points: Damage to opposing character.

This character uses a lot of long weapons such as pikes that inflict extra damage against horse-like characters. The points for this skill represent additional damage that can be added during battles against horse related enemies such as centaurs and unicorns.



Frequency: Once per your turn. **Fate Messenger**
Usage: End of your turn after all battles are fought.
Points: Range from other characters.

The points for this skill represent the range that the character must be within from an opposing character to give a fate to the opposing character. The character given the fate must roll against the fate cards. The fate may be a doom or happiness fate.



Frequency: Every battle round. **Good Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Good characters.



Frequency: Every battle round. **Good Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Good characters.



Frequency: Every battle round. **Magic Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Magic characters.



Frequency: Once per skill used. **Magic Deflection**
Usage: When a skill is used against the character.
Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to magically deflect any non-battle related skill used against them. Deflection cancels out the effects of the opposing skill.



Frequency: Every battle round. **Magic Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Magic characters.



Frequency: Every battle round. **Neutral Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Neutral characters.



Frequency: Every battle round. **Neutral Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Neutral characters.



Frequency: Every battle round. **Paladin Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against paladins.



Frequency: Every battle round. **Paladin Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against paladins.



Frequency: Once per your turn. **Rejuvenated Healing**
Usage: End of your turn after all battles are fought.
Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to rejuvenate health points. If successful, the points for this skill are added to the character's health up to their maximum health.



Frequency: Once per battle. **Spontaneous Healing**
Usage: After a battle.
Points: Health points.

The points for this skill represent the number of lost health points. The points for this skill represent the number of health points that this character gains back immediately after surviving a battle up to their maximum health points.



Frequency: Every battle round. **Wizard Damage**
Usage: During a battle.
Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against wizards.



Frequency: Every battle round. **Wizard Protection**
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against wizards.