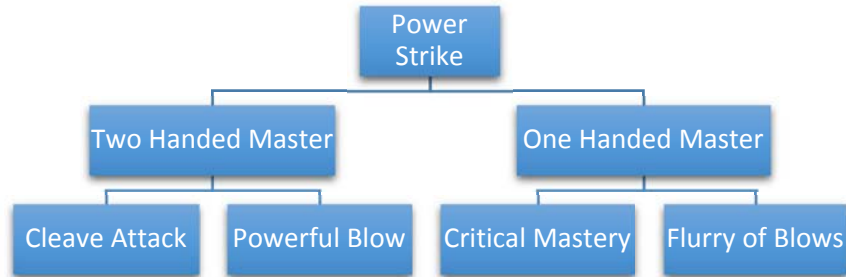


# Skill Trees

## Martial Tree



**Power Strike:** When performing an attack you can spent two energy to roll an additional die on this attack. This ability can only be activated once per attack.

**Two Handed Master:** The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 2 hands.

**One Handed Master:** The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 1 hand.

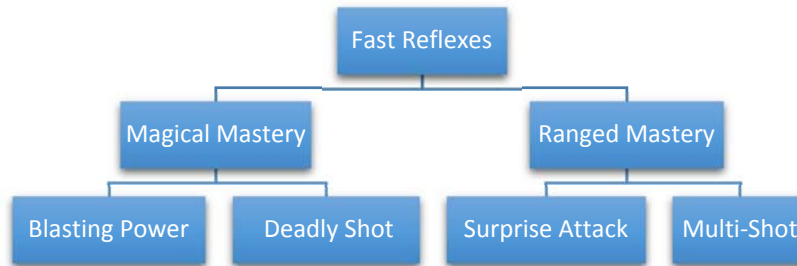
**Cleave attack:** When performing a melee attack against a target monster and the attack deals it damage, you may deal an equal amount of damage to another monster adjacent to the target.

**Powerful Blow:** When performing an attack you may spent four energy to add three dice to the attack. This ability can only be used once per adventure.

**Critical Mastery:** You gain the Superior Critical special ability with any weapon you have equipped. If the weapon already has Superior Critical you gain Penetrative 1 instead.

**Flurry of Blows:** When performing a melee attack after all results are applied and any damage is dealt to the target, you may spend four energy to immediately perform a second attack. This ability can only be used once per adventure.

## Zenith Tree



**Fast Reflexes:** After being attacked if you received no damage from the attack, you may move one space.

**Magical Mastery:** When performing an attack with a Magical weapon, you may choose your attack to have the Magical or Ranged type.

**Ranged Mastery:** When performing an attack with a Ranged weapon, you may ignore enemy figures when tracing Line of Sight.

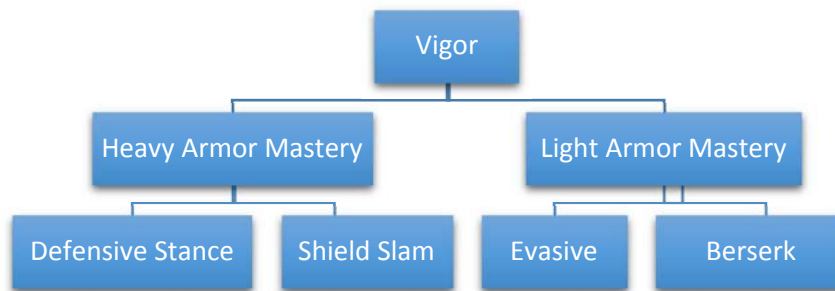
**Blasting Power:** When performing an attack you may spend four energy to have the attack change from Target to Big Blast and increase its attack by 1. This ability can only be used once per adventure.

**Deadly Shot:** When performing an attack you may reduce your weapon's range by two points to increase its attack by 1. This ability can only be used once per turn.

**Surprise Attack:** When a monster activates in your Line of Sight, you may choose to spend two energy and perform an attack against it. This ability can only be used once per turn.

**Multi-Shot:** When performing a Ranged or Magical attack, you may spend four energy to choose up to three targets instead of one. All those targets suffer the effects of your attack. Its target rolls defense separately. This ability can only be used once per adventure.

## Protection Tree



**Vigor:** By spending two energy a hero can heal 1 Health Point he has lost earlier.

**Heavy Armor Mastery:** When an ally figure adjacent to your hero is targeted with an attack, your hero can choose to become the target of the attack instead. In order to use this ability a hero must wield only Heavy Armor. This ability can only be used once per turn.

**Light Armor Mastery:** After being damaged by an attack your hero can choose to counter-attack performing an immediate attack action. In order to use this ability a hero must wield only Light Armor. This ability can only be used once per turn.

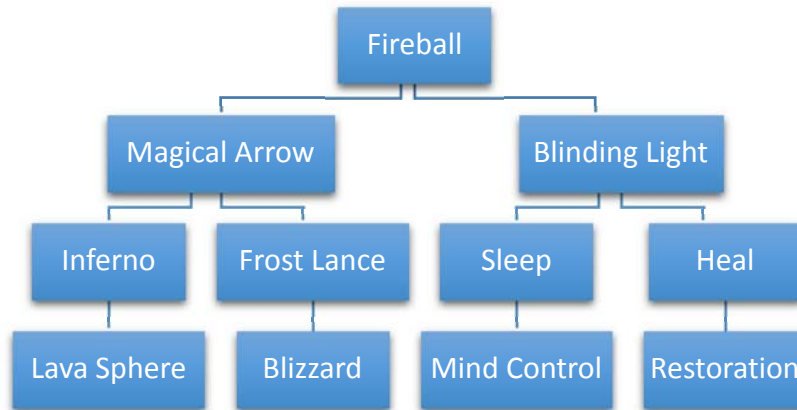
**Defensive Stance:** On your hero's turn you can choose to reduce his speed up to four points to increase his defense by 1, for its two points of speed reduced. This ability can only be used once per adventure.

**Shield Slam:** On your hero's turn you can choose to have him perform a special action called Shield Slam. Shield Slam works just like the Attack action using the Shield's defense value as an attack value instead. In order to use this ability a hero must wield a Shield.

**Evasive:** You gain the Dodge special ability. If you already have the Dodge special ability then you gain Ghostly instead.

**Berserk:** After being attacked and defeated by an attack, immediately restore one health point and perform two attacks. This ability can only be used once per adventure.

## Spellcasting Tree



**Spellcasting:** The spellcasting tree is a skill tree available only to spellcasters. The spellcasting tree consists only of a special type of active skills called spells. Spells are described in more detail on chapter Magic and Spells.