

KARAK Hero Abilities v0.1

Argentus, the Wizard



Magical Affinity

Magic bolts aren't discarded during combat, unless cursed.



Astral Walking

Can move through walls, but only to discovered tiles.

Horan, the Warrior



Double Attack

Can reroll the first roll of the dice, but must keep the second roll.



Reincarnation

When losing last HP, teleports to any Healing Fountain, regains all HP, and ends turn.

Lord Xanros, the Warlock



Sacrifice

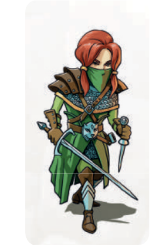
Once per combat, can sacrifice one HP to gain +1 strength, before or after rolling. If sacrificing last HP, falls unconscious after combat.



Magic Swap

Use four moves to swap positions with any other character. Can still use interact with the tile where he ends his turn.

Aderyn, the Thief



Backstab

During combat, win any ties.



Stealth

When entering a tile with a monster, can fight the monster or continue moving.

Victorius, the Swordsman



Combat Training

During combat, 1s can always be rerolled for a better result.



Unstoppable

During combat, if at least one 6 is rolled, he continues his turn, even if the result is a tie or loss.

Taia, the Oracle



Farseeing

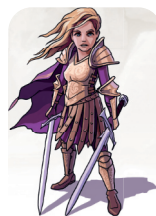
If the first move of her turn is combat, she gains +1 to strength.



Fateweaver

Anytime she draws a token from the bag, draw two tokens and pick which one to place and which to put back into the bag.

Elsbeth, the Warrior Princess



Dual Wielding

Once during each combat, she can reroll one of her dice.



Tactical Reposition

When moving into a tile with a monster (even if just revealed), she may lose 1 HP to move past the monster into an adjacent tile, without fighting it.



Valduk, the Barbarian



Berserk

During combat, if he has 3 or 4 HP, +1 to strength. If he has 1 or 2 HP, +2 to strength. When healing, choose how many HP to heal.



Perseverance

After combat, if he defeats a monster and does not take the drop, he may keep moving.

Baron Markul, the Battle Mage



Sword Master

During combat, Swords have 3 strength instead of 2.



Blitz Attack

Use four moves to teleport to any tile with a monster. After combat, if he lost, he can choose which direction to retreat to.

Hannah, the Acrobat



Throwing Daggers

Daggers can be placed into spell slots, each adds +1 strength in combat, and are not discarded after combat. When cursed, spell slot daggers cannot be used during combat, nor can more daggers be put into the spell slots.



Sprint

Use four moves to move up to eight tiles, but she cannot discover new tiles.

Lady Lorraine, the Ranger



Bear Attack

During combat, 1s count as 6s.



Eavesdropping

Anytime before moving into an undiscovered tile, she may instead spend one move to place a tile, draw a token if needed, and stay on her current tile. If the battle arena is discovered, it should be flipped upside down, and will be flipped/activated when moved into.

Doctor Sidhar, the Alchemist



Skin of Steel

After combat, does not lose HP unless he lost by 3 or more.



Transformation

Each time he draws a token from the bag, he may spend 1 HP to set it aside and draw a new token. All set aside tokens are put into the bag when he chooses to stop. If he spends his last HP he places the token, falls unconscious, and ends his turn.

Kirima, the Beast Hunter



Protector

Spend one move to teleport to any tile with a hero who doesn't have full health. That hero heals 1 HP. Unconscious heroes healed this way don't lose their next turn.



Ambush

During combat, if attacking a monster that was not revealed this turn, she gains +1 to her strength.