

Selection (🏇	Rules [Reaction] Boon of Fortitude: fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Remove 3 damage points allocated to this
*	fighter. [Double] Imbued with Dark Power: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of melee attack actions made by this fighter.
♦ ※	[Triple] Champion of Darkness: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action. Then, they can make a bonus attack action.
\$ \$ @	✓ □ [Triple] Knights of Chaos: Until the end of the battle round, add 2 to the Move characterist of friendly fighters with the Mount runemark and a Toughness characteristic of 5 or more.
\$	☑ [Triple] Trampling Hooves : Until the end of this fighter's activation, the next time this fighter finishes a move action within I" of an enemy fighter, pick a visible enemy fighter within I" or this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.