

Each kind of enhancement sticker has a different function and has restrictions on where it can be placed. “Main line ability” refers to an ability written in large font (as opposed to modifiers written in a smaller font under the main line):



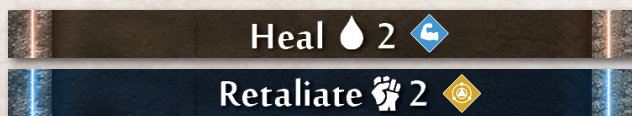
Can be placed on any ability line or summon base stat line with a numerical value. That value is increased by 1.



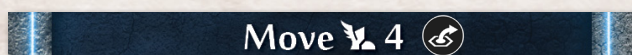
Can be placed on any main ability line that targets enemies. The specified condition is applied to all targets of the ability.



Can be placed on any main ability line that affects allies or yourself. A “Move” ability does not count as affecting yourself. The specified condition is applied to all targets of the ability.



Can be placed on any “Move” ability line. The movement is now considered a jump.



Can be placed on any main ability line. The element is created when the ability is used. In the case of a multi-colored circle the player chooses the element as normal.



Can be placed to increase the graphical depiction of an area attack. The new hex becomes an additional target of the attack.



The base cost associated with any enhancement depends on the sticker **and** what ability the sticker is enhancing. Double the base cost of an enhancement (other than an attack hex) if it is applied to an ability that targets multiple figures. Additional costs are added based on the level of the ability card and the number of previously placed enhancement stickers on the same **action**.

The total number of enhanced cards in a class’s ability deck must be **equal to or less than** the prosperity level of the town. Once placed, enhancement stickers should never be removed. **Enhancements persist through all instances of a specific character class, even after retirement.**

