

DESTINYQUEST

ABILITIES

ACID



PA

Add 1 to the result of each die you roll for your damage score for the duration of the combat. (Note: If you have multiple items with **ACID**, you can still only add 1 to the result.)



ACUITY



CO

Instead of rolling for a damage score, you can cast **ACUITY**. This reduces an opponent's armour by 3 and restores 2 spent magic points.



ANGUISH



PA

Allows you to play **CURSE** and **FEAR** twice in the same combat.



ARCANE FEAST



CO

Use instead of rolling for a damage score to lower your opponent's magic by 2 and raise your own magic by 2 for the remainder of the combat.



ARMOUR BREAKER



PA

At the start of each combat round, reduce one opponent's armour by 1.



ASTRAL MANIPULATOR



PA

Minions in a passive stance cannot be targeted by opponents.



ASTUTE GUARDIAN



PA

While you have 6 or more armour, you can roll an extra damage die when playing **COUNTER**, **OVERPOWER**, **RETALIATION** and **SIDESWIPE**.



AUGMENT



MO

Spend 2 magic points to roll an extra die for your damage score, adding 2 to the die result.



BACK DRAFT



CO

When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 2 damage dice back to them, ignoring armour.



BACKLASH



PA

For each point of magic you spend, you may automatically inflict 2 damage to an opponent of your choosing, ignoring armour.



BARTER



PA

When dealing with vendors and quartermasters, you can reduce all costs for items you wish to buy by 20 silver.



BLADE FINESSE



PA

(requires a sword in the main hand.)

For each [6] result for your damage score, you can add 1 to your score.



BLEED



PA

If your damage dice/damage score causes health damage to your opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores armour.



BLIND



SP

This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only.



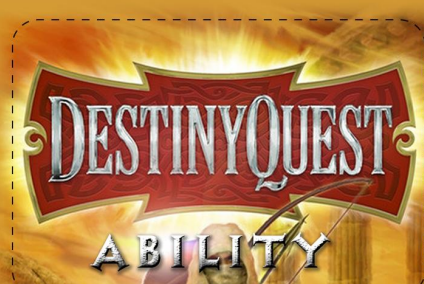
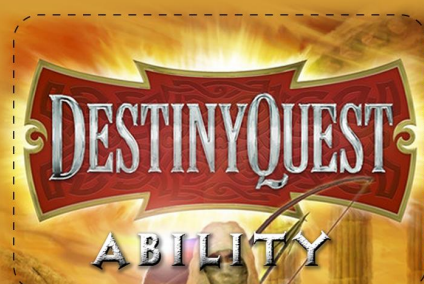
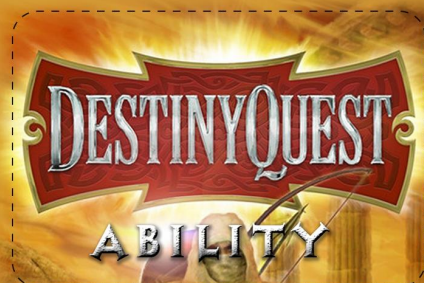
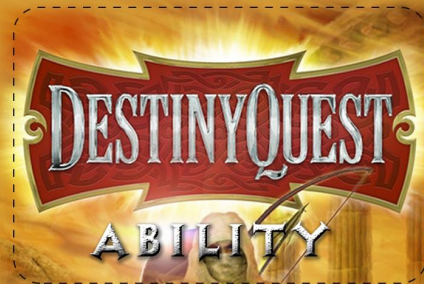
BLINDING RAYS



CO

Instead of rolling for a damage score, you can cast **BLINDING RAYS**. This deals 4 damage to any three opponents, ignoring armour, and reduces their speed by 1 for the next combat round.





DESTINYQUEST

ABILITIES

BLOOD MARK



PA

Choose an opponent before the combat begins. For the duration of the combat the chosen opponent will take 1 extra damage from **BLEED**.



BONESHAKER



MO

Use this ability to reroll all of your opponent's speed dice.



BROKEN BOND



PA

When your mastiff is defeated in combat, you may immediately deal 1 die of damage to an opponent of your choosing, adding 2 to the result. This ability ignores armour.



BULL GUARD



MO

For each damaged opponent, you can gain 1 armour for the duration of one combat round.



BULWARK



CO

Instead of rolling for a damage score, you can inflict damage to one opponent equal to your current armour, ignoring your opponent's armour.



BURN



CO

Instead of rolling for a damage score, you can deal 3 damage to an opponent, ignoring armour.



CHANNEL



MO

Spend 2 magic points to increase your damage score by 4. This ability can be used once for each item with the **CHANNEL** ability.



CHARGE SHOT



MO

Spend 1 magic point to increase your damage score by 4.



CHARGE



SP

In the first round of combat, you may increase your speed by 2.



CHARM



MO

You may reroll one of your hero's dice any time during a combat. You must accept the result of the second roll. If you have multiple items with the **CHARM** ability, each one gives you a reroll.



CHEAT DEATH



PA

When you lose your last point of health, you may immediately inflict 1 damage die to an opponent of your choosing, ignoring armour. Then raise your health to 3.



CLEAVE



CO

Instead of rolling for a damage score, you can use **CLEAVE**. Roll 1 damage die and apply the result to each of your opponents, ignoring their armour.



COMBUSTION



CO

Instead of rolling for a damage score, you can inflict 2 damage dice to your opponent, ignoring armour. At the end of the next combat round, they will take a further damage die, ignoring armour.



COMMAND



CO

When an opponent wins a combat round, use **COMMAND** to instantly halt their attack, allowing you to roll for damage instead as if you had won the combat round.



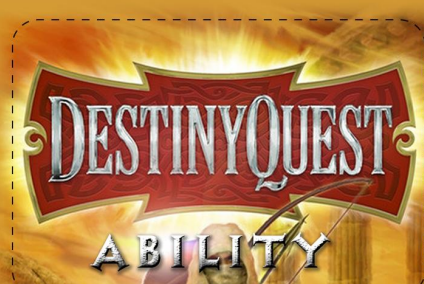
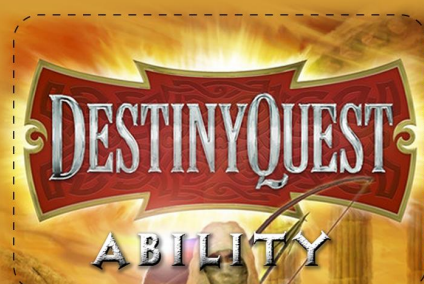
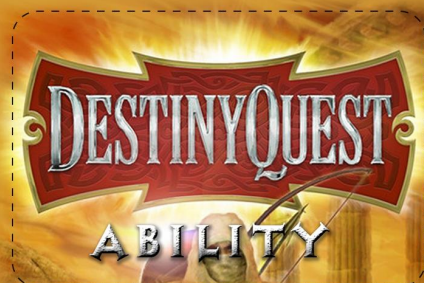
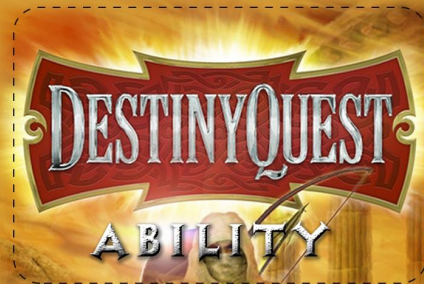
CONFLAGRATION



MO

You can sacrifice your fire sprite at any time to inflict 1 damage die to a single opponent, ignoring their armour. This action removes the fire sprite from play.





DESTINYQUEST

ABILITIES

CONSUME



Reduce the result of each of your opponent's die results for attack speed by 1 (to a minimum of 1).

CORONA



Whenever you spend 3 or more magic points in one combat round, you may raise your armour by 1 for the duration of the combat.

CORRUPTION



If your damage score causes health damage to an opponent you can inflict **CORRUPTION** on them, lowering their brawn or magic score by 2 for the remainder of the combat.

COUNTER



If your opponent wins a combat round, you can use counter to lower your opponent's damage score by 2 and inflict 1 damage die back to them, ignoring armour.

COUP DE GRACE



Once during a combat, when an opponent is reduced to 10 health or less, you can immediately use **COUP DE GRACE** to reduce them to zero health.

CRITICAL STRIKE



Change the result of all dice you have rolled for damage to a [6].

CRUEL TWIST



If you get a [6] result when rolling for your damage score, you can use **CRUEL TWIST** to roll an extra die for damage.

CUNNING



You may raise your brawn score by 3 for one combat round.

CURSE



This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only.

CUTTHROAT



Each time you play **EVADE**, **SIDESTEP** or **VANISH**, then you may increase your brawn by 1 for the duration of the combat.

CYCLONE



When using **CLEAVE**, you can roll two damage dice instead of one.

DAMPEN



Spend 1 magic point to lower your opponent's damage score by 4.

DANCING RAPIER



Add 1 to the result of each die you roll for damage.

DARK BOND

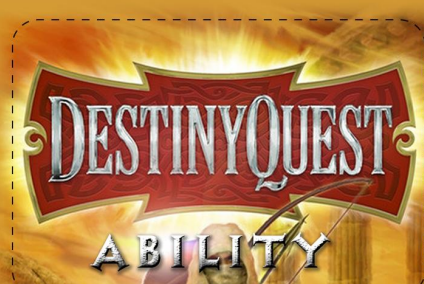
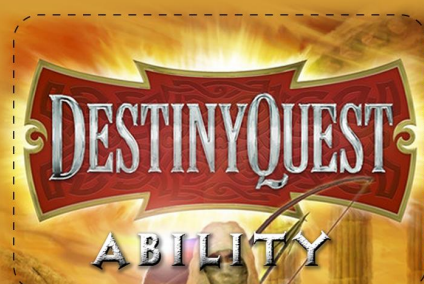
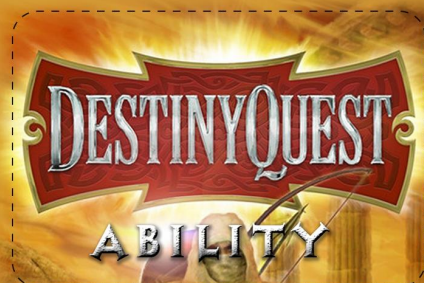
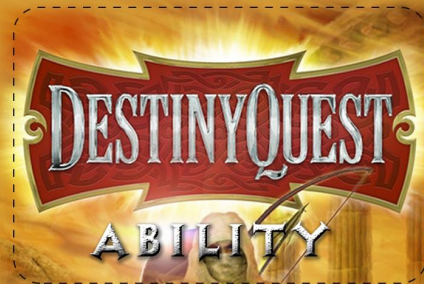


Each time the gloom shade takes health damage from an opponent's damage score, you may regain one spent magic point.

DARK DISTRACTION



Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may also inflict 1 damage die to an opponent of your choosing, ignoring armour.



DESTINYQUEST

ABILITIES

DARK HAZE



Use this ability to raise your brawn by 3 for one combat round. Your speed is lowered by 1 in the next combat round. This ability costs 4 health to use.



DARK PACT



Sacrifice 4 health to charge your attack with shadow energy, increasing your damage score by 4.



DARK MENDING



Each time you cast **HEAL** or **REGROWTH**, inflict 3 damage to an opponent of your choosing, ignoring armour.



DEADSILVER



Instead of rolling for a damage score, you can aim a **DEADSILVER** bullet. This inflicts 3 damage dice to your opponent, ignoring armour. Their speed is reduced by 2 for the next combat round.



DEATH FROM ABOVE



If you lose a combat round, roll a die. On a [5] or [6] your attacking opponent takes damage equal to the brawn of your talon wing, ignoring armour. This occurs before your opponent rolls for their damage score or any abilities are played.



DEEP WOUND



Roll an extra die when determining your damage score.



DEFLECT



This ability stops your opponent from rolling for damage after they have won a combat round, and automatically inflicts 2 damage dice, ignoring armour, to your opponent.



DODGE



Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score.



DOMINATE



Change the result of one die you roll for damage to a [6].



DRAINAGE



Lower your opponent's damage score by 2 for one combat round.



ENERGY BOOST



Spend 2 magic points to increase the armour of your minion by 3.



EVADE



Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score.



EVOCATION



If your minion is currently in play, then you can use **EVOCATION** to add its current magic to your damage score.



FAR SIGHT



If the talon wing is your pet, then you automatically win the first round of combat, without needing to roll for attack speed.

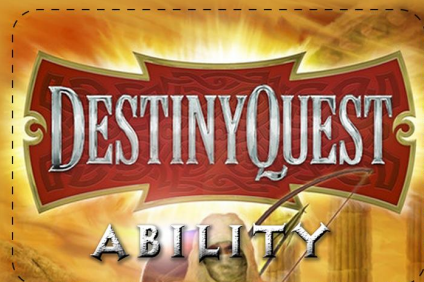
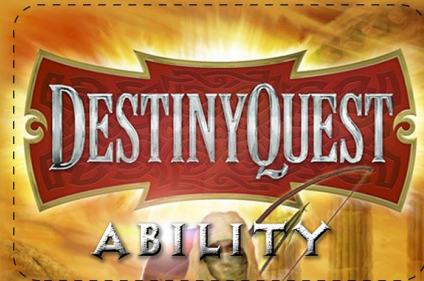
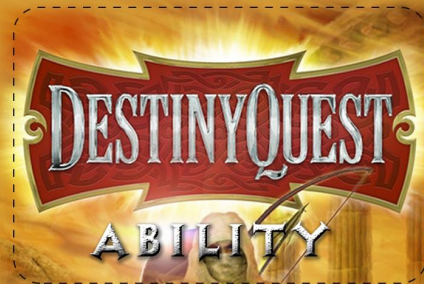


FAST AID



Whenever you play **EVADE**, **GLOOM**, **SIDESTEP** or **VANISH**, then you may heal 3 health.





DESTINYQUEST

ABILITIES

FATAL BLOW



CO

Ignore half of your opponent's armour (rounding up) when rolling for your damage score.



FEAR



MO

Lower your opponent's damage score by 2 for one combat round.



FIRE AURA



PA

You automatically inflict 1 damage to all of your opponents, at the end of every combat round. This ability ignores armour.



FIRE BOOST



PA

While the fire sprite is in play your fire abilities (if available) are made more powerful. You may add 1 to each die rolled for BACKDRAFT, COMBUSTION, IMMOLATION and FIREBALL.



FIRE PACT



CO

Sacrifice 3 health to charge your attack with fire magic, increasing your damage score by 3.



FIRE STARTER



PA

At the start of each combat round, inflict 2 damage to an opponent of your choosing, ignoring armour.



FIREBALL



CO

Instead of rolling for a damage score, you can blast an opponent with a FIREBALL. This inflicts 3 damage dice to a single opponent of your choosing, and 3 damage to any opponents next to them on the combat list, ignoring armour.



FIRST BLOOD



PA

Before the first combat round you can automatically inflict 4 damage to an opponent of your choosing, ignoring armour. (Note: This will also inflict any harmful passive abilities you might have, such as BLEED and TOXIC BLADES.)



FIRST CUT



PA

Before the first combat round you can automatically inflict 1 damage to an opponent of your choosing, ignoring armour. (Note: This will also inflict any harmful passive abilities you might have, such as BLEED and TOXIC BLADES.)



FISTS OF THE TEMPEST



CO

Instead of rolling for a damage score, you can spend 2 magic points to shape the wind into powerful fists of magic. Roll three damage dice and assign each result to one or more opponents, ignoring armour. Each opponent struck by this ability lowers their armour by 2 for the remainder of the combat.



FORKED STRIKE



CO

Instead of rolling for a damage score, you can bring down a lightning strike. Roll a die for each opponent. On a result of [3] or more they take 2 damage dice, ignoring armour (roll separately for each opponent).



FORTRESS



MO

Raise your armour by 6 for one combat round and inflict 4 damage to an opponent of your choosing, ignoring their armour.



FREERUNNER



MO

Increase your attack speed result by 3. If you win the combat round, then you may raise your brawn by 2 until the end of the round.



FRENZY



SP

Increase your speed by 3 for one combat round.



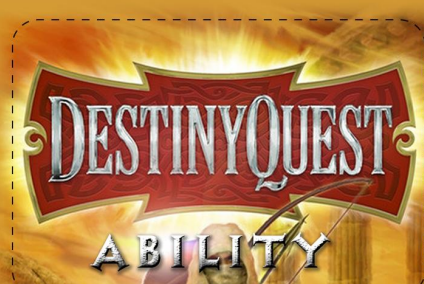
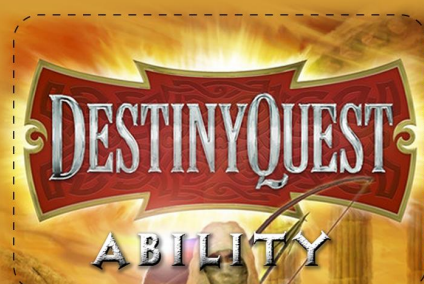
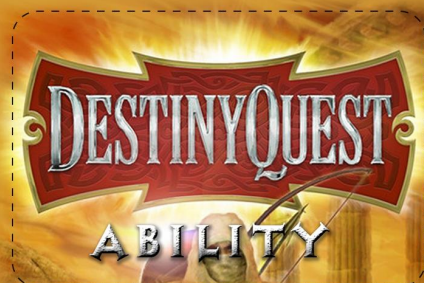
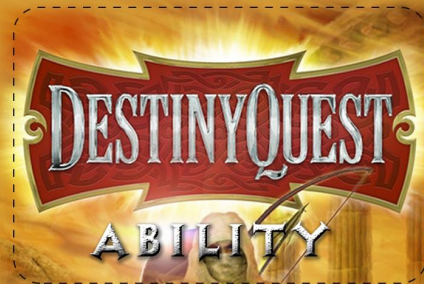
FROM SHADOWS



WA

Inflict damage equal to the speed and brawn of your main hand weapon to any two opponents, ignoring armour. This ability costs 4 health to use.





DESTINYQUEST

ABILITIES

FROST GUARD



M ⊕

Use any time in combat to raise your armour score by 3 for one combat round and lower all your opponents' speed by 1 for the next round only.



FURIOUS SWEEP



C ⊕

Instead of rolling for a damage score, you can use **FURIOUS SWEEP**. Roll 2 damage dice and apply the result to each of your opponents, ignoring their armour. Your speed is lowered by 1 for the next round only.



GHOST



M ⊕

Use any time in combat to ignore the passive damage you would ordinarily suffer at the end of a combat round. If you are a mage, casting this spell will also restore 1 spent magic point.



GLIMMER DUST



C ⊕

Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You can also heal 4 health.



GLOOM



C ⊕

Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You can also restore a warp ability that you have already used.



GLUTTONY



M ⊕

Sacrifice 6 health to increase your damage score by 3.



GOUGE



C ⊕

Increases the damage caused by the **BLEED** ability by 1.



GREATER HEALING



M ⊕

Once per combat, Valya will heal you for 8 health. This ability cannot take you above your starting health.



GUARDIAN



PA

Each time an opponent's damage score inflicts health damage to your pet, they take 2 damage in return, ignoring armour.



GUT RIPPER



M ⊕

Change the result of all dice you have rolled for damage to a [6].



HASTE



SP

You may roll an extra die to determine your attack speed for one round of combat.



HEADSHOT



PA

Once during a combat, when an opponent's health is reduced to 5 or less you may automatically '**HEADSHOT**' them, reducing their health to zero.



HEAL



M ⊕

You can cast this spell any time in combat to automatically **HEAL** yourself for 4 health. If you have multiple items with the **HEAL** ability, each one can be used once to restore 4 health.



HEALING SPRING



C ⊕

Instead of rolling for a damage score, you can summon a **HEALING SPRING**. This automatically restores 4 health to your hero, then a further 1 health at the end of every combat round.



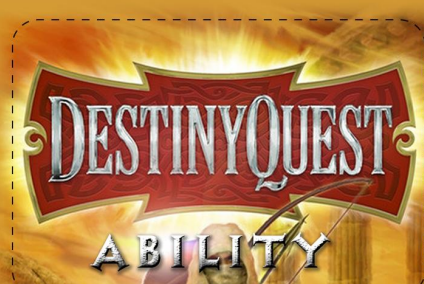
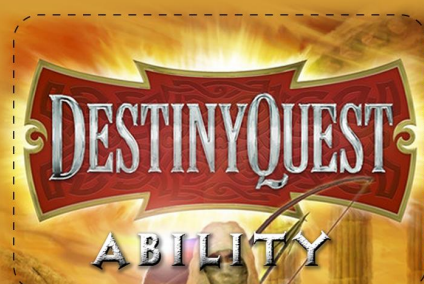
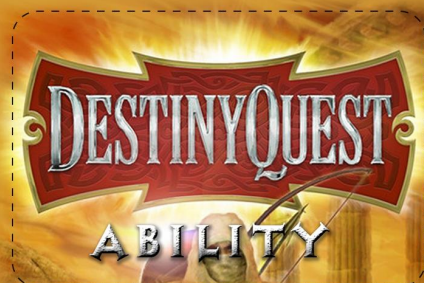
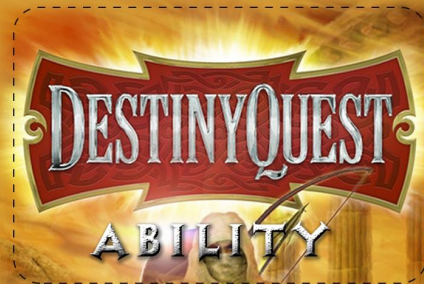
HOOKE



M ⊕

Use this ability to save one die result from your attack speed roll to use in the next combat round. You cannot change or reroll the saved die.





DESTINYQUEST

ABILITIES

IMMOBILISE



This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only.



IMMOLATION



Instead of rolling for a damage score, you can cast IMMOLATION. Roll 1 damage die and apply the result to any two of your opponents, ignoring armour.



IMPALE



A penetrating blow that increases your damage score by 3. In the next combat round, your opponent's speed is lowered by 1.



IMPROVED MISDIRECTION



Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may raise your speed by 2 in the next combat round. This ability costs 4 health to use.



INNER FOCUS



Use any time in combat to raise your speed, brawn or magic score by 1 for one combat round.



INNOVATION



Instead of rolling for a damage score, you can cast INNOVATION. This inflicts 4 damage to any two opponents, ignoring armour, and restores up to 2 spent magic points.



INTIMIDATE



Use to reroll all dice for attack speed, for both yourself and your opponent. You must accept the rerolled results.



IRON WILL



You may instantly increase your armour score by 3 for one combat round.



KNOCKDOWN



This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only.



LAST DEFENCE



If your health is 10 or less, you may raise your brawn by 2.



LEECH STRIKE



Instead of rolling for a damage score, you can cast LEECH STRIKE. This automatically inflicts 2 dice of damage to an opponent, ignoring armour, and heals you for 4 health.



LICK YOUR WOUNDS



If the mastiff is in a passive stance, then it may restore 4 health to itself at the end of the combat round. This ability cannot take the mastiff above its starting health.



LIFE CHARGE



Spend 1 magic point to heal yourself for 4 health.



LIGHTNING BOOST



While the lightning spark is in play your lightning abilities (if available) are made more powerful. You may increase the damage of FORKED STRIKE, STORM SHOCK and SHOCK BLAST by 3.

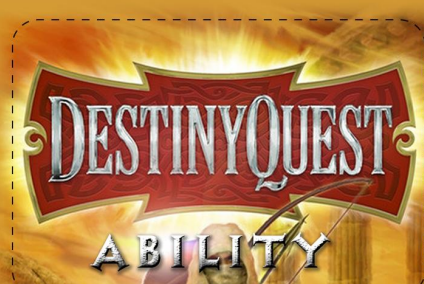
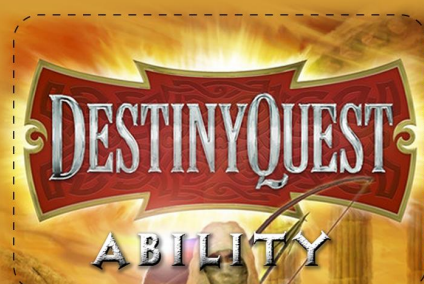
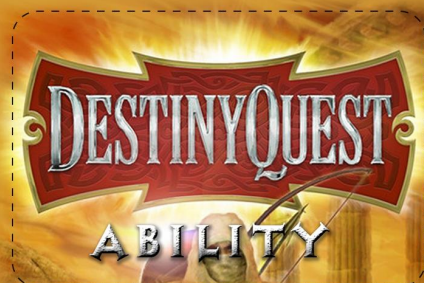
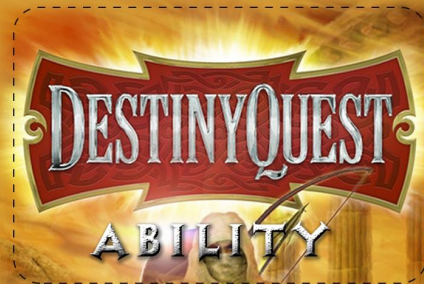


LIGHTNING



Every time you take health damage as a result of an opponent's damage score/damage dice, you automatically inflict 2 points of damage to them in return. This ability ignores armour. (Note: If you have multiple items with lightning, you still only inflict 2 damage.)





DESTINYQUEST

ABILITIES

SUREFOOTED



MO

You may reroll all of your hero's speed dice. You must accept the result of the second roll.



SWEET SPOT



PA

Before a combat begins, choose a number 1-6. Each time your opponent rolls this number for their attack speed, they automatically take 2 damage.



TACTICS



MO

Reroll any die for damage, adding 2 to the result.



THORN SHIELD



CO

You may raise your armour by 3 for one combat round and inflict 1 die of damage to an opponent of your choosing, ignoring their armour.



THORNS



PA

You automatically inflict 1 damage to all of your opponents, at the end of every combat round. This ability ignores armour.



THROWING KNIVES



MO

Before combat begins, you can automatically inflict 3 damage, ignoring armour, to one opponent. (Note: This will not inflict any of your own passive abilities (such as BLEED) to that opponent.)



TORRENT



CO

Instead of rolling for a damage score, you can cast TORRENT. This automatically inflicts 8 damage to two opponents, ignoring armour.



TOXIC BLADES



PA

(requires a dagger in the main and left hand.)

If your damage dice/damage score causes health damage to an opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores armour.



TRICKSTER



MO

You may swap one of your opponent's speed dice for your own.



UNBOWED



PA

Each time you raise your armour in combat, you may restore your health by the same amount as the modifier.



UNSHAKEABLE



CO

For each damaged opponent, you can raise your damage score result by 1.



VANISH



CO

Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score.



VEILED STRIKE



PA

Each time you use EVADE, SIDESTEP or VANISH in a combat you can immediately inflict 1 damage die to a chosen opponent, ignoring armour.



VIGOUR MORTIS



CO

You may raise your damage score by 2 and restore 4 health.



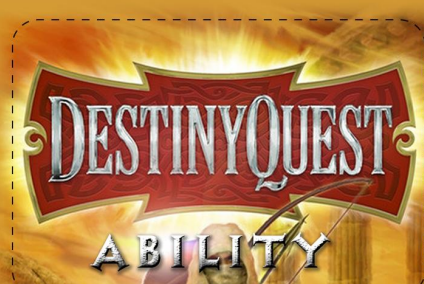
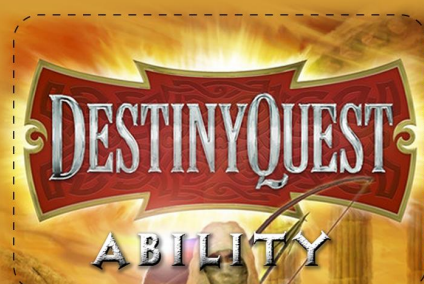
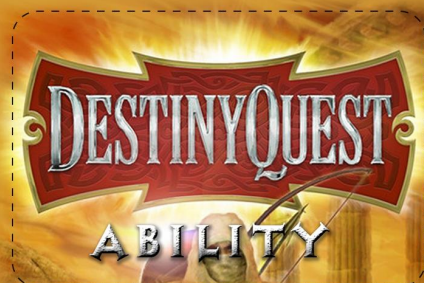
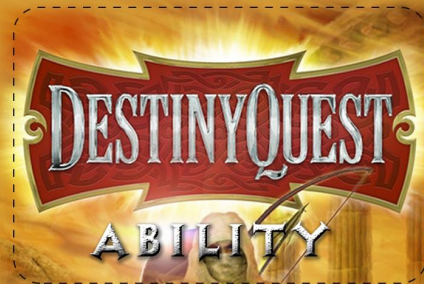
VIRULENCE



CO

Instead of rolling for a damage score, you can cast VIRULENCE. This will spread all the passive effects currently inflicted on one opponent (such as BLEED and TOXIC BLADES) to all other opponents.





DESTINYQUEST

ABILITIES

LODESTONE ATTRACTION CO

Replace your armour value with that of an opponent's until the end of the combat round.

LUCK OF THE DRAW PA

(requires a flintlock in the left hand.)

Each time you play a modifier ability, you can immediately inflict 2 damage to an opponent of your choosing, ignoring their armour.

MALICE M

You may raise your brawn score by 3 for one combat round.

MELT ARMOUR CO

Instead of rolling for a damage score, you can cast MELT ARMOUR. This inflicts 2 damage dice to an opponent, ignoring armour, and lowers their armour by 2 for the remainder of the combat.

MIGHT OF STONE M

You may instantly increase your armour score by 3 for one combat round.

MIND FLAY CO

Instead of rolling for a damage score, you can cast MIND FLAY. Roll 1 damage die and apply the result to each of your opponents, ignoring armour. For each opponent targeted, you may restore 1 health to your hero.

MIND FUMBLE M

Spend 1 magic point to lower your opponent's damage score by 4.

MINOR MIRAGE CO

Instead of rolling for a damage score, you can spend 1 magic point to cast MIRAGE on yourself or a minion. If the target of the spell is hit in combat (as the result of losing a combat round), roll a die. On a result of [6] the attack is ignored.

MISDIRECTION WA

Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You may raise your speed by 1 in the next combat round. This ability costs 4 health to use.

MORTAL WOUND M

You may raise your brawn score by 4 for one combat round.

OVERPOWER CO

This ability stops your opponent from rolling for damage after they have won a combat round, and automatically inflicts 2 damage dice, ignoring armour, to your opponent.

PACK SPIRIT M

You can spend an unused speed or combat ability (making it unavailable for the rest of the combat) to boost the brawn of your mastiff by 1 for the remainder of the combat. This ability can be used multiple times as required.

PARALYSIS M

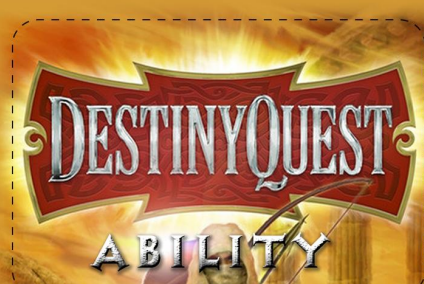
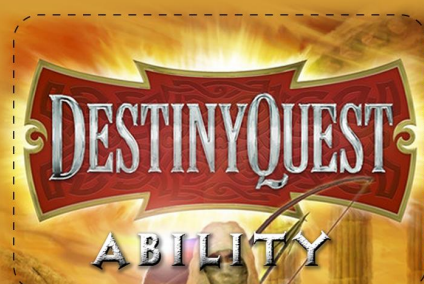
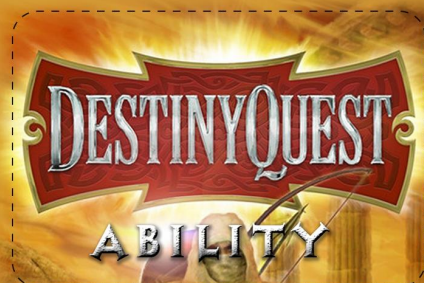
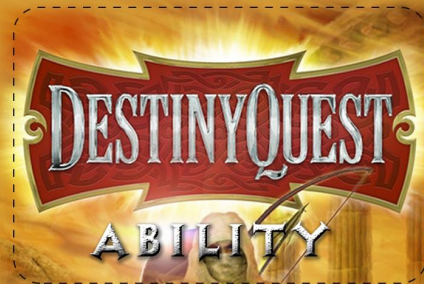
If the metal scorpion is in aggressive stance and deals health damage to an opponent, then that opponent's speed is lowered by 1 for the next combat round.

PIERCING CO

Use PIERCING to ignore your opponent's armour and apply your full damage score to their health.

POISON CLOUD CO

Instead of rolling for a damage score you can cast POISON CLOUD. This inflicts 1 damage to two opponents at the end of every combat round for the duration of the combat. (Your chosen targets must be next to each other on the combat list).



DESTINYQUEST

ABILITIES

PROTECTION



MP

Use any time in combat to turn an opponent's [6] result for their damage score into a [1].



QUICK CUTS



PA

Each time you play a speed ability, you may inflict damage to one opponent equal to the brawn of your main hand weapon, ignoring armour.



QUICK DRAW



MP

Before each combat begins you may automatically inflict 2 damage, ignoring armour, to all of your opponents. (Note: This will not inflict any harmful passive abilities you might have, such as BLOOD.)



QUICKSILVER



SP

Increase your speed by 2 for one combat round.



RAPID PULSE



PA

While your health is 10 or less, you can increase the damage effect of BLOOD on all affected opponents by 1.



REBOUND



CP

When your opponent's damage score causes health damage, you can use REBOUND to increase your speed by 2 for the next combat round only.



REBUKE



PA

If your health is 10 or less, you can add 1 to each die you roll for your damage score.



RECALL



MP

Use any time in combat to restore a modifier ability that you have already used. (Once used, this ability cannot be restored by the use of other abilities.)



RECKLESS



SP

Use this ability to roll an extra die for your attack speed. However, if you lose the combat round, your opponent gets an extra damage die.



REGROWTH



MP

You can cast this spell any time in combat to automatically restore 6 health. If you have multiple items with the REGROWTH ability, each one can be used once to restore 6 health.



REND



CP

Instead of rolling for a damage score you can cast REND. This inflicts 1 damage die plus the brawn or magic of your main hand weapon to your opponent, ignoring armour, and also lowers their armour by 1.



RESOLVE



MP

Cast this spell any time in combat to raise your armour by 4 for one combat round.



RESURRECTION



MP

When your minion loses its last point of health, you can spend 3 magic to bring it back to life with its base magic, armour and health scores. Once used, this ability cannot be restored through the use of other abilities.



RETALIATION



CP

When your opponent's damage score causes health damage, you can immediately RETALIATE by inflicting 1 damage die back to them, ignoring armour.



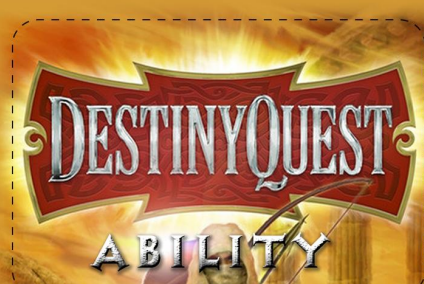
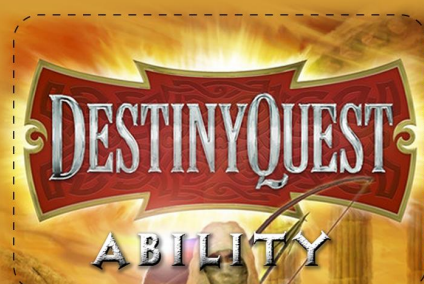
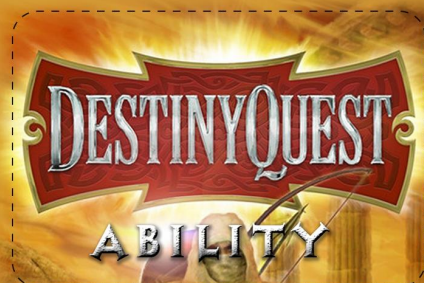
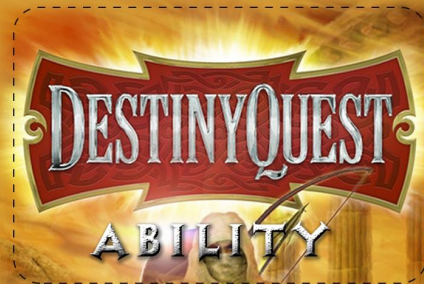
RETRIBUTION



CP

When your opponent's damage score causes health damage, you can immediately retaliate by rolling 1 damage die and applying the result to any three of your opponents, ignoring armour.





DESTINYQUEST

ABILITIES

RICOCCHET



CO

Instead of rolling for a damage score, you can aim a bouncing bullet with **RICOCCHET**. Roll a die for each opponent and apply the relevant damage, ignoring armour: [1] no damage, [2] to [4] 1 damage die, [5] or [6] 2 damage dice.



RUST



CO

If your damage score causes health damage to your opponent, you can lower their armour by 2 for the remainder of the combat.



SAND DANCE



CO

(requires a sword in the main hand and/or left hand.)

Deal damage to all opponents equal to the brawn value of any swords you have equipped. If you play a speed ability in the following combat round, it is free to use (i.e. it can be used again in the same combat).



SAVAGERY



M

You may raise your brawn score by 2 for one combat round.



SCALDING GEYSER



PA

Instead of rolling for a damage score, you can summon a **SCALDING GEYSER**. This automatically inflicts 4 damage to one opponent, ignoring armour, then deals a further point of damage at the end of each combat round, ignoring armour.



SCARAB SWARM



CO

Instead of rolling for a damage score after winning a combat round, you can unleash your mechanical scarabs on one opponent. The target's armour is reduced by 3 and they take 2 dice of damage, ignoring armour.



SCYTHE



CO

Instead of rolling for a damage score, you can deal 3 damage to three opponents, ignoring armour.



SEAR



PA

Add 1 to the result of each die you roll for your damage score for the duration of the combat. (Note: if you have multiple items with **SEAR**, you can still only add 1 to the result.)



SHADOW BOOST



PA

While the gloom shade is in play your shadow abilities (if available) are made more powerful. **DARK PACT** can be used without sacrificing health, **POISON CLOUD** can target three adjacent opponents (instead of two) and **MIND FLAY** restores 2 health for each targeted opponent.



SHADOW WELL



WA

Restore a modifier ability that you have already used. This ability costs 4 health to use.



SHOCK BLAST



CO

Spend 2 magic points to inflict 2 dice of damage to one opponent, ignoring armour, plus a further 1 damage for each point of armour they are wearing.



SHOCK!



CO

If your damage score causes health damage to your opponent, you can also electrocute them with the **SHOCK!** ability. This inflicts one extra damage for each 2 points of armour your opponent is wearing, rounding up.



SHROUD BURST



WA

Inflict 3 damage to all opponents, ignoring armour. This ability costs 4 health to use.



SIDESTEP



CO

Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score.



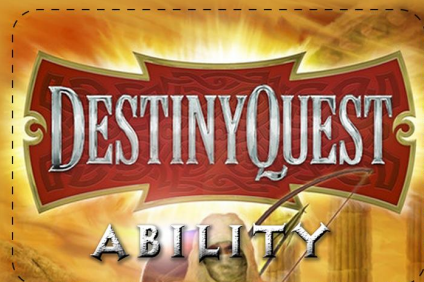
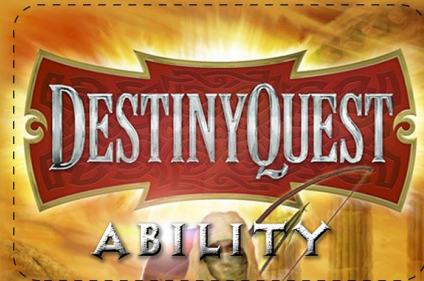
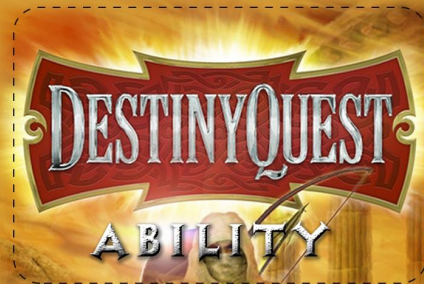
SIDESWIPE



CO

When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage die back to them, ignoring armour.





DESTINYQUEST

ABILITIES

SINISTER SCHEMES



Each time you use a warp ability, you may increase your speed and brawn by 1 for the duration of the current combat round.



SINKING SAND



Spend 1 magic point to force an opponent to use their same attack speed result in the next combat round.



SIXTH SENSE



Use any time in combat to change an opponent's [6] result to a [1].



SKEWER



Instead of rolling for a damage score, you can **SKEWER** your opponents. Roll 1 damage die and apply the result to each of your opponents, ignoring their armour. This also lowers their speed by 1 for the next combat round.



SLAM



Use this ability to stop your opponent rolling for damage when they have won a round. In the next combat round only, your opponent's speed is reduced by 1.



SLIPSTREAM



Spend 1 magic point to win back a combat round that you would have lost, allowing you to roll for damage instead.



SNEAK



You may change the result of one of your opponent's speed dice to a [1].



SOMERSAULT



You may use one of your die results for your attack speed to replace a die you have rolled for your damage score.



SOUL BURST



When you lose your last point of health, a magical shock automatically brings you back to life, restoring you to 10 health.



SPARK DAGGERS



Before the first combat round you can automatically inflict 2 damage, ignoring armour, to two opponents of your choosing. (Note: This will also inflict any harmful passive abilities you might have, such as **BLEED** and **TOXIC BLADES**.)



SPARK JOLT



At the end of every combat round, the lightning spark deals 1 damage, ignoring armour, to all opponents.



SPRING STRIKE



For each damaged opponent, you can add 1 to your attack speed result.



STORM SHOCK



When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 3 damage to all opponents, ignoring armour.



SUNSTROKE



Spend 1 magic point to inflict 2 dice of damage to one opponent, ignoring armour. Their speed is lowered by 1 for the next combat round.

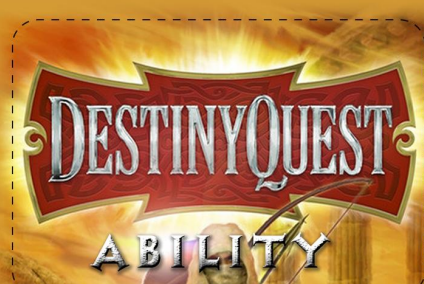
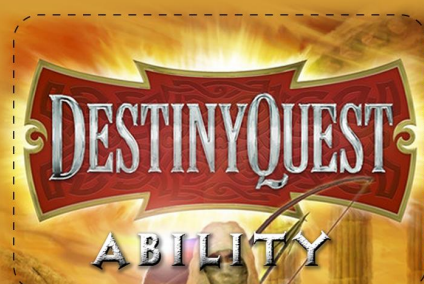
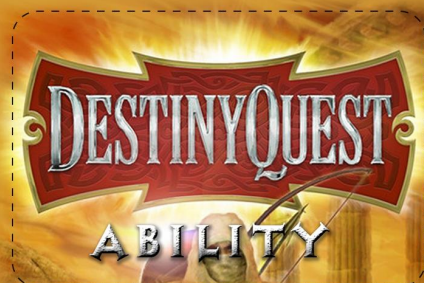
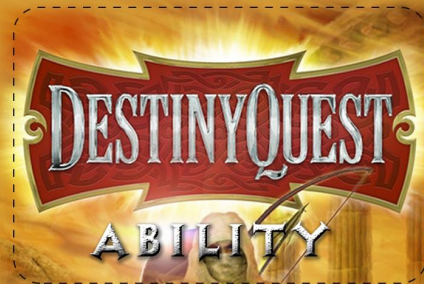


SURE EDGE



If your hero is equipped with an axe, sword, dagger or spear, you can use **SURE EDGE**. This adds 1 to each die you roll for your damage score for the duration of the combat.





DESTINYQUEST

ABILITIES

VOLATILE LINK PA

Your summoned minion has 3 extra health. When they are defeated in combat, they explode, inflicting 1 damage die to all opponents, ignoring armour (roll separately for each opponent).

VOLATILE MIX ME

Roll a number of dice as instructed and apply each of the resulting effects to your hero:
[1] Reduce your brawn and magic by 1 for the remainder of the combat, [2] Lose 1 health, [3] Restore 2 health, [4] Restore 4 health, [5] Increase your brawn and magic by 2 for the remainder of this combat round, [6] Restore 6 health

WATER JETS ME

You may reroll all of your opponent's speed dice once per combat round.

WAVE CO

Assault your enemies with a **WAVE** of mental energy. This does damage equal to your current magic score, ignoring armour. You can proportion this damage amongst any/all of your opponents, but no single opponent can take more than half of your magic score, rounding up.

WEAVER PA

Each time you play a combat ability, you may heal 2 health.

WEBBED SP

This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only.

WHIRLWIND PA

Each time you use a speed ability, you can increase your brawn by 2 until the end of the combat round.

WINDFALL CO

When your opponent's damage score causes health damage, you can use **WINDFALL** to restore one speed ability that you have already used.

WINDS OF FATE PA

Each time you use an ability that requires you to spend magic, roll a die. On the result of a [5] or [6] the ability can be used without spending any magic.

WINGED TORMENTER PA

Choose a target before combat begins. If the talon wing is in a passive stance then it can deal 1 damage to the chosen target, ignoring armour, at the end of each combat round.

WRATH PA

Each time you cast **HEAL** or **REGROWTH**, you can inflict 2 damage to an opponent of your choosing, ignoring armour.



