**Expansion Pack - Bonus Pack - 7/10/13**

**Combat Talents**

**Skype**

**Wizard**

[0] **Prepare Spell** - Minor Utility

Choose one:

A) Choose a Basic Combat Talent you have selected (which can be this one) and swap it with one you do not have selected.

B) Pay 1 pip: Choose a Basic Combat Talent you don’t have selected for this battle. You may now use that talent during this battle.

**Sorcerer**

[-1] **Firebolt** - Standard Attack

Deal 2d8 damage to target creature

**Psion**

[+1] **Mindfray -** Standard Attack

Deal 1d8 damage to target creature, and that creature suffers a -2 penalty to damage until the end of your next turn

**Ranger**

[-3] **Heartseeker** - Standard Attack

Deal 2d12 damage to target creature

**Necromancer**

[+1] **Hand of Death** - Standard Attack

Target creature loses 1d10 hp

**Board**

**Wizard**

[0] **Prepare Spell** - Minor Utility

Choose one:

A) Choose a Basic Combat Talent you have selected (which can be this one) and swap it with one you do not have selected.

B) Pay 1 pip: Choose a Basic Combat Talent you don’t have selected for this battle. You may now use that talent during this battle.

**Sorcerer**

[-1] **Firebolt** - Standard Attack

Range: Ranged 5

Deal 2d8 damage to target creature

**Psion**

[+1] **Mindfray -** Standard Attack

Range: Ranged 7

Deal 1d8 damage to target creature, and that creature suffers a -2 penalty to damage until the end of your next turn

**Ranger**

[-3] **Heartseeker** - Standard Attack

Range: Ranged 10

Deal 2d12 damage to target creature

**Necromancer**

[+1] **Hand of Death** - Standard Attack

Range: Ranged 7

Target creature loses 1d10 hp

**Rules Addition**

*Loss of Life* - Some talents may cause a creature (such as yourself, perhaps) to “Lose HP” or “Pay HP” *without* dealing “damage.” Not only does this mean things that talk about damage being dealt won’t apply (such as an interrupt whose trigger is “You would be dealt damage”), but it also doesn’t trigger resistance OR vulnerability. Furthermore, if the creature has temporary hit points, those aren’t factored in - “losing hp” only affects normal hp, so a creature can be killed or dropped unconscious with their temporary hp still intact.