

Power Characters

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1 Definitions

1. "Battle" is strength fighting, "Psychic Combat" is craft fighting, "Combat" is "Battle or Psychic Combat".
2. "Possessions" is equivalent to "objects and magic objects".
3. "Reward" is what you get for winning a combat, whether that be experience (XP), a possession, a bag of gold, a lose of life for your opponent, or something else.
4. An "enemy" is a card of type 2 or 3 (ie. Enemy - Spirit, Enemy - Dragon, etc.). Characters and creatures without their own card (such as the Sentinel or the farmer in the Tavern) are NOT enemies.
5. "Physical Protection" refers to all helmets, shields, and armor.
6. "Weapons" are possessions that add to your strength in battle ("combat" in original game terms) as opposed to possessions that add to your strength.
7. A "round" is a unit of time during which each player gets 1 turn or misses his or her turn.
8. A "shop" is a location within a space on the board where you can go during an encounter in that space. Normally you can only visit 1 shop per encounter with that space. The City and the Village spaces have 3 shops each.
9. You "attack" enemies that are face-up when you land on them. You are "attacked" by enemies you draw from the Adventure or Dungeon decks. Creatures without their own cards (Sentinel, Farmer, etc.) always attack you (ie. you are "attacked" by them). Being "attacked" is the same as "defending".
10. An "opponent" is a character, enemy, or some other creature you are in combat with.

2 Rules

1. All characters may attack other characters in psychic combat if they wish.
2. If you defeat an enemy (including spirits) in combat you normally receive XP equal to its strength or craft (whichever was used in the combat) as your reward.
3. You can spend 7 XP to gain 1 "stat" (strength, craft, gold, or life) at any time.
4. You may accumulate more than 7 XP if you wish.
5. Bow fire is resolved as a battle except that neither side can add strength from weapons or followers. Physical protection can be used by the defender as normal. If the defender wins it counts as a stand-off.
6. You may use 1 helmet, 1 shield, and 1 suit of armor in each battle and you may roll for each separately if you lose a life in that battle.