

SCROLLS OF SKELOS: SKILLS



AYE.
I AM
CONAN.



SCROLLS OF SKELOS: SKILLS

The Scrolls Of Skelos serve as a repository of knowledge for the Hyborian and Thurian Ages, through which strode Conan and Kull. Each collection of scrolls will focus on one aspect of such lore.

This, then, is a tome of skills by which heroes may overcome their foes and secure their place in the legendry of the Nemedian Chronicles!

I have included both the original texts and the addenda from version 2.0 for all skills. I have also included my own fan-made skills, for those that might also use my other fan creations for this amazing game!

Crom count the dead!



CONAN



ALCHEMY

This skill's effect is defined by the scenario.



CONAN



AMBIDEXTROUS

When this character performs a Melee Attack, the character can choose 2 of their 1-handed weapon cards to attack with.


This skill can be used only to perform Melee Attacks and cannot be used to perform a Guard action.



CONAN



ATTACK FROM BEYOND

When this character dies, before the model is removed from the board, the character may perform a free unarmed Melee Attack, rolling  instead of their normal dice.

When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons.



CONAN



BESTIAL BLITZ

If this character moves from at least one zone away from a defender and then immediately performs a melee attack, if any die shows 2 or more symbols, the defender is knocked down/unstable and suffers a reduction of 1 to their defense power for the remainder of the turn.



CONAN



BLOCKING

Enemy characters without Evasive cannot move out of this character's area.



CONAN



BODYGUARD

When a friendly character in this character's area defends, this character can parry instead of that character's Guard action, adding the symbols shown on the dice to the character's defense power.

A character with this skill can only parry; they cannot dodge to defend a friendly character. The attacked character cannot perform a Guard action but can use their Armor in addition to the bodyguard's defense power. Any damage is dealt to the character originally attacked, not the bodyguard.



CONAN



BY THIS AXE I RULE!

Upon this character dealing a killing blow with an axe, excess damage may be used to either move gems from friendly characters' fatigue zones to their reserve zones or activate allies at a rate of 1 gem/ally per axe symbol. Only one such gem may be used per friendly character per turn. Only characters and allies with line of sight to this character may be affected thusly. This may not be used on the character dealing the killing blow.



CONAN



CIRCULAR STRIKE

When this character kills an enemy character with a 2-handed Melee Attack, another enemy character in the same area suffers the excess damage from the attack (if that enemy is killed, repeat the process).

The attacker decides the order in which damage is dealt to defending enemies.

Resolve the attack normally on one enemy before proceeding on to the next if there is still damage left to be dealt.



CONAN



CLIMB

This skill's effect is defined by the scenario.



CONAN



CONCENTRATION

This character's die rolls are not affected by hindering.



CONAN



CONSTRICTION

When this character's attack power is determined, if any die shows 2 or more symbols, move the attacker's and defender's models together so their bases touch. As long as they remain in the same area, the defender treats the attacker as though the attacker had Blocking.


A character with evasive ignores Constriction's Blocking effect, but not the damage from the attack.



CONAN



COUNTERATTACK

When a character attacks this character with a Melee Attack, after the attack is resolved, this character may immediately attack that character with a free unarmed Melee Attack, rolling  instead of their normal dice.

When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons. A counterattack is a Melee Attack resolved after the first attack (whether damage was dealt or not) and can be performed only if the character with this skill survives the first attack.



CONAN



ELITE SHOOTER

This character's Ranged Attacks are not affected by hindering and ignore Protected.

A character with this skill is not affected by hindering when performing Ranged Attacks. They also ignore the effects of Protected.



CONAN



EVASIVE

This character can move as if there were no enemy characters in this character's area.



CONAN



FASCINATION

A hero cannot attack this character unless this character has attacked that hero.

A character with this skill cannot be attacked by another character unless that character has been previously attacked by the character with Fascination.



CONAN



FELINE GRACE

Moving costs this character 1 fewer movement point if the movement is affected by hindering.

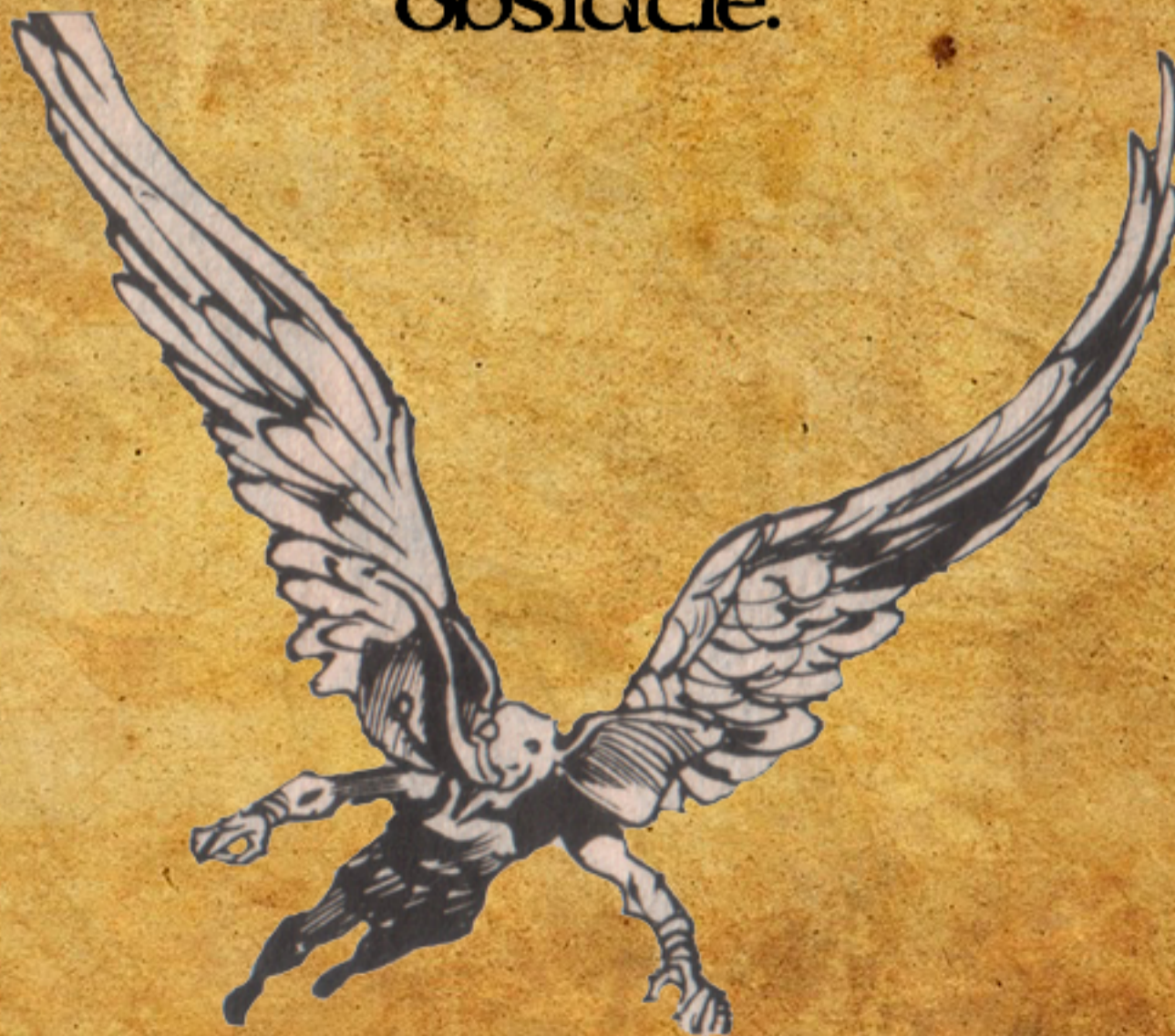


CONAN



FLYING


This character can spend 2 movement points to move from 1 area adjacent to a leap area to another area adjacent to the leap area. This character can spend 1 movement point to move across an obstacle.



CONAN



FRENZIED IDOLATRY

This character so inspires those loyal to them (as defined by the scenario) that should they be slain, all remaining such models are sent into a battle-rage that lasts until the end of the scenario and bestows upon their melee attacks a bonus 



CONAN



GIFT OF JA-QUARI

This character may transform into a tiger/tigress. This action requires a full turn; no other action may occur that turn. Remove the character's model from the board, and replace it with a tiger/tigress model at the beginning of the next hero turn. This change lasts for the remainder of the scenario.

Turn the character sheet over for the animal form stats and skills. The tiger/tigress starts with full gems available.



CONAN



HORROR

The exertion limit of Melee Attack, Ranged Attack, Move, and Manipulation actions of enemy characters in this character's area is 2.



CONAN



INTANGIBLE

This character can spend 1 movement point to move across an obstacle from 1 area to an adjacent area. This character's movement is not affected by hindering.



CONAN





JINX

Enemy characters in this character's area cannot reroll dice.

Reroll actions and free rerolls are not allowed in the area occupied by an enemy with this skill.



CONAN



LEADERSHIP

This hero can move 1 gem from their Reserve zone to their Fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can be activated only once per turn.


See “Activating Allies” on page 22 of the Heroes’ Book v2.0 for further details.



CONAN



LEAP

This character can spend 2 movement points to roll . If the die shows symbols equal to or higher than the number on an adjacent leap area, place this model in an area adjacent to that area. Leaping is not affected by hindering.


Leaping costs 1 movement point per crossed area border. For example, when leaping from one ship to another, a character crosses 2 area borders; they must spend 2 movement points to leap.



CONAN



LOCK-PICKING

This character rolls an extra  when picking a lock.



CONAN



POISON

This skill's effect is defined by the scenario.



CONAN



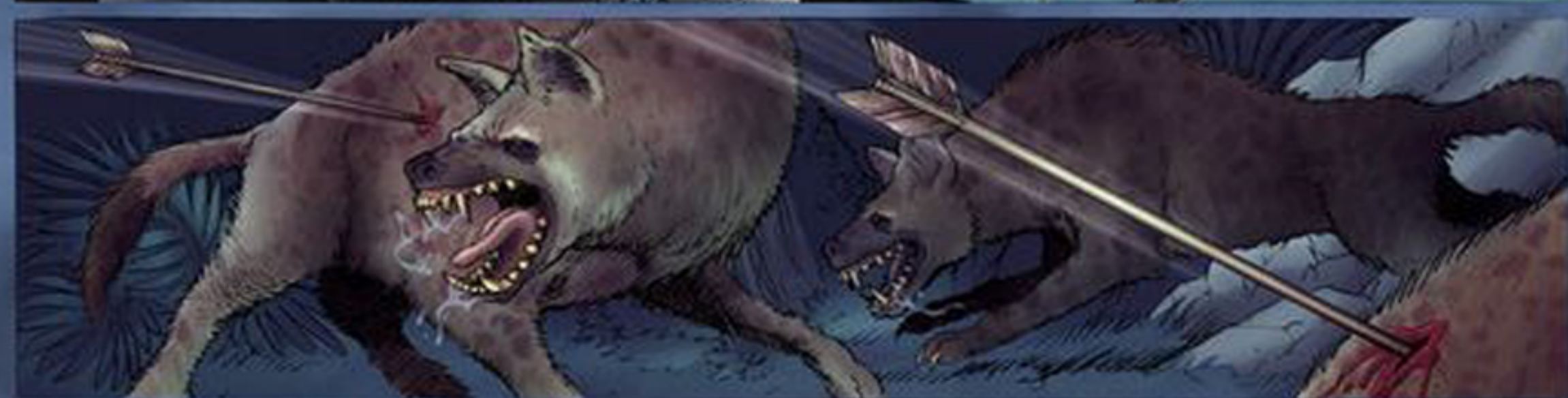
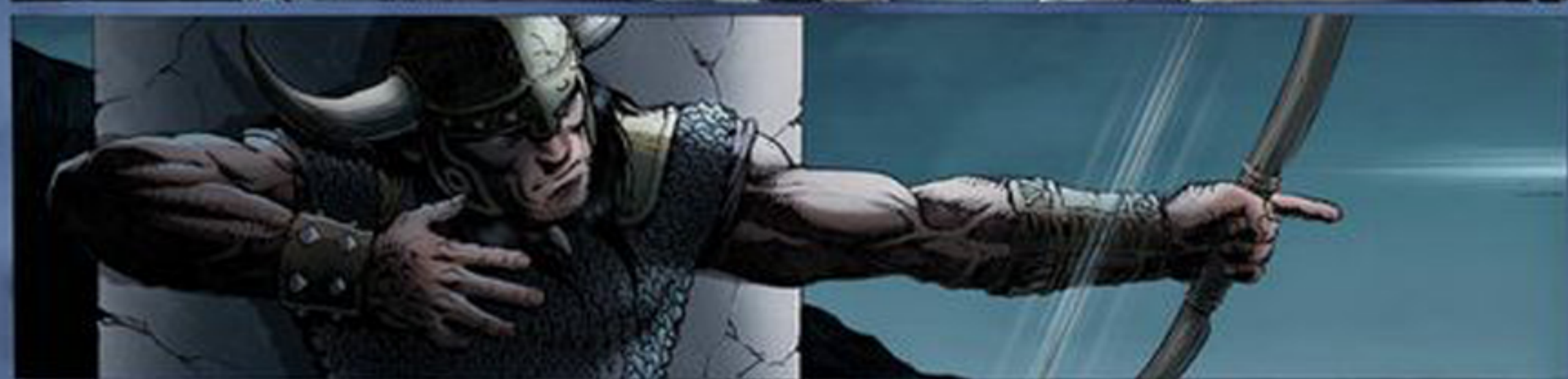
PRECISION SHOT

When this character performs a Ranged Attack, the defender's armor value is reduced by 1 for that attack.

When a character with this skill performs a Ranged Attack, they automatically reduce the defender's defense power by 1.



CONAN





PRECISION STRIKE

When this character performs a Melee Attack, the defender's armor value is reduced by 1 for that attack.

When a character with this skill performs a Melee Attack, they automatically reduce the defender's defense power by 1.



CONAN



PROTECTED

This character can be attacked only with area attacks if there is a friendly character without Protected in their area.

Two or more characters with this skill cannot protect each other.



CONAN





REACH

This character can attack a character in an adjacent area with a Melee Attack if there is no obstacle (wall, door, bar, flap, etc.) between the characters' areas.

A character with this skill still needs to have line of sight to attack an adjacent area.



CONAN



REAP THE GLORIOUS SPOILS OF WAR

Whenever the final foe in this character's zone is slain, they may perform a simple manipulation to draw a card from the asset deck. Remove the nearest treasure chest (without special scenario-specific rules) from the board. This may be done only once per zone.

Further, when drawing from the asset deck upon opening a chest, this character may opt to redraw once and keep the second result.



CONAN



ROAR

This character may bellow forth a roar/battlecry that inspires fear in their foes, causing them to be hesitant in their actions.

For the remainder of the turn, all friendly characters ignore the effects of hindering.

This skill may be used only once per scenario.



CONAN



SACRIFICE

When a friendly character in this character's area is attacked, before dice are rolled, this character may choose to be attacked instead. This character cannot Guard for that defense.

A character using this skill can defend only using their Armor. That character suffers any damage from the attack to prevent the character who was originally attacked from suffering damage.



CONAN



SPELL CASTER

This character can have and cast spells.



CONAN



SUPPORT

Friendly characters in this character's area can reroll 1 extra die for each of their actions.

This skill allows friendly characters in the same zone as this character to reroll a single die for free, even if that die has already rerolled (exception to the rule on page 22 of the Heroes' Book v2.0).



CONAN



SWIMMING

This character can move into water areas. Moving out of a water area costs 1 extra movement point.



CONAN



TOTEM POWER

If any resolution of an action by this character results in a die showing 2 axes or more, Totem Power is activated and the character gains a bonus die that may be used once per turn for any action as long as Totem Power is in effect. The initial bonus die is yellow; further actions with a die showing 2 or more axes increases the bonus die to orange, then finally to red.

Totem power remains in effect until the character goes into cautious stance.



CONAN



UNTOUCHABLE

When this character defends against a Ranged Attack, their armor value is increased by 1 for that defense.

A character with this skill ignores the first rolled symbol when defending against a Ranged Attack.



CONAN



WALL WRECKER

This character can move across a wall or door by breaking through it.

When a character uses this skill, they spend 2 additional movement points and place the “Wall Wrecker” token on the board to indicate the opening they created. Then they immediately move to the other side of the wall. From now on, the two areas are adjacent and there is no penalty for moving from one to the other, and the two areas have line of sight to each other.


Stone walls cannot be wrecked.



CONAN



WEB PROJECTION

Instead of their normal attack, this character can perform a Ranged Attack, rolling  instead of their normal dice. If the attack power is higher than the defense power, the defender places a web token on their model and suffers no damage. A character with a web token cannot move, but can spend 4 movement points to discard the token.

When a character uses this skill, place a web token  next to the attacked character to represent the web.



CONAN



WHO DIES FIRST?

Like a wounded and cornered tiger, this character strikes fear into their foes when desperately fighting for survival. As such, when this character has 6 or more gems in their wound zone the Overlord must pay 1 gem per activated tile that attacks this character.



CONAN