Hero: Name:		O Any Dungeon Complete a Floor: ✓  ☐ Medium/Hard Level Up: ✓  O Hard only Defeat a Boss: ✓ ✓ ✓
BASIC		Start each game with any one Basic Skill.  You have one extra health.  You may have one extra skill or item.
AWARENESS		Once per floor, discard an open door.  When you replace an item, heal 1 damage.  Prevent the first damage from stairs each floor.  Increase your resist poison rolls by 1.
AGGRESSION		Reroll two dice.  Gain 2 or 2 or 2.  Roll a .  Reduce each large box by 1.
SAVVY	000 000 000 000 000 000 000 000 000 00	Spend two dice to roll a *.  Increase a * by 1.  Use two dice to fill a small challenge box.  Reduce each armor box by 1.
Bosses defeated: Golem Poison Tree Giant Indrax Phoenix		