Faith [Specify] Toughness Life, Soul Body, Life Deep belief in religion. Hardiness and resilience. Points Points Discard Pile Brawn Body, Life Physical strength. Points Dice 1d6+1 Initiative Mace Close Quarters, Open Melee, Rotate Points Dice 1d6+0 Character Holy Symbol Dynamic Pool: 4; Flow: 2 Rotate, Soul, Totem Points Dice 1d6+2 Chain Mail Shirt Karma Armour, Persistent, Static Life, Soul Shirt covering torso and upper arms only. With this card is visible in the Dynamic Pool, even if pinned, Life cards can Flow-To-Static and be played by any nearby companion. Points Points

Dice

Commanding Word

Divine Agent+, Effect, Range (5)

Compel another to act. Player uses the target's existing pool and forces them to perform one action.

Points

Dice

Divine Agent

Manifestation, Rotate, Soul+

Filled with the power of faith, the caster acts and a channel and agent of their god(s).

Points

Dice

Karmic Shield

Effect, Pin [Karma], Rotate, Shield, Static

Invisible karmic power encases the caster and protects them from physical harm.

Points

Dice

Hold Creature

Divine Agent+, Effect, Range (3), Target
[Maintain (7), Passive, Persistant]

The target finds physical action difficult. They can think, use Flow and act but any action using muscles triggers the Locus as a Risitance penelty.

Points

Dic

Vow of Silence

Divine Agent+, Effect, Target [Maintain (1), Square (3), Passive, Persistent], Range (5)

Dampens all sounds in an area around the target. The Locus is the resistance against hearing anything in the area or noise travelling out of the it.

Points

Dice

Will Power

Life, Mind

Focus and detemination

Points

lice

Weapon Expertise [Specify]

Rotate, Skill

Skilled in the specified weapon.

Points

Dice

Speed

Body, Life

Swift in movement and action.

Points

Dice

Death Proof

Once activated, any creature in the area with the Death keyword automatically takes a 1d6 Resistance penalty to all actions.

Points