

ACTIONS

FLIP OVER 1 ACTION TOKEN TO "SPEND" TO DO ANY ONE OF THESE THINGS:

MOVE

MOVE YOUR WIELDER'S MODEL ONE ZONE. UNLESS YOU ARE BOUND.

ACCESS YOUR ARMORY

EQUIP, SWAP, AND/OR TRADE ITEMS WITH OTHERS IN YOUR ZONE.

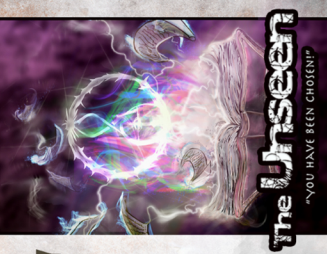
MAKE A COMBAT ROLL

CHOOSE AN EQUIPPED WEAPON. CHOOSE A TARGET & ROLL YOUR LIGHT DIE TO ATTACK. (BLUE d20)

REST

SPEND ALL REMAINING ACTIONS TO MAKE AN EXTRA GUIDANCE PRAYER.





GUIDANCE PRAYERS

FLIP YOUR GUIDANCE TOKEN TO "SPEND" CHOOSE A GUIDANCE PRAYER & ROLL YOUR GUIDANCE DIE d12 (FREE ACTION). "TRUST OF" MEANS THE MENTIONED NUMBER OR BETTER.

DISCERNMNET TRUST OF 3

DRAW ONE DISCERNMENT CARD. THIS WILL ALSO ACCESS YOUR ARMORY.

REVEAL TRUST OF 5

REMOVE A DOUBT TOKEN OR REARRANGE THE TARGETING ORDER OF A DARKNESS DECK.

DELIVERANCE TRUST OF 7

REMOVES WEBS FROM YOU OR ANOTHER WIELDER OR MAY MOVE 1 ZONE EVEN IF BOUND.

HEALING TRUST OF 10

REMOVE ONE BURDEN OR SICKNESS FROM YOU OR AN ALLY IN YOUR ZONE. PVP PRAY FOR REINFORCEMENTS

MIRACLE TRUST OF 12

PLACE ONE ANGEL OF YOUR CHOOSING IN ANY ZONE.

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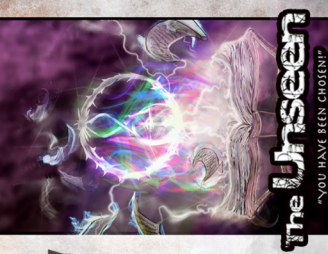
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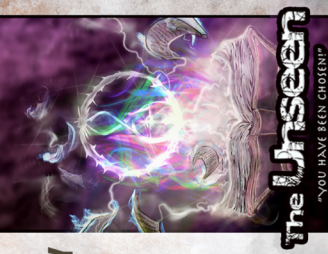
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