BATTLEMAT

SOUL FUSED SORCERY

Place Here When Advanced

Add this die to any Attack or Defense. Its value is added to the score but it does not count as an Advanced Die. Only one Soul Fused die can be Advanced at a time.

This means you can: Attack with three dice, Block with three dice, or Reverse with 2. This die can be negated by Blessed Dice.

Place Here When Used

SOUL FUSED SORCERY

BLESSED SORCERY

Place Here When Advanced

When Advanced against Sorcery, immediately set die to highest value

Also, may Batter any Advanced or Available Blessed Die to negate all opposing Aspects (including Sorcery).

Cannot be Advanced with or power used when any other Sorcery Die is advanced.

Place Here When Used

BLESSED SORCERY

FINESSE

Place Here When Advanced

Opposed Finesse dice negate each other

Remaining Finesse dice negate opposing Standard Aspects one for one (not Sorcery)

Place Here When Used

FINESSE

SOUL FORGED SORCERY

Place Here When Advanced

Devastate one of your Opponent's Advanced dice (your choice) Earn 1 VP as normal

If all Advanced dice are already Devastated you may choose any of their Used dice instead.

If Opponent has no Used dice, you may choose any Available die instead.

Place Here When Used

SOUL FORGED SORCERY

FORCE

Place Here When Advanced

Opponent must Damage any one of their Available dice (their choice) Even is Battered Odd is Devastated Award bonus as usual

If opponent has no Available dice, they must damage a Used die of their choice, including from among those just Advanced.

Place Here When Used

FORCE

FORTITUDE

Place Here When Advanced

Protect any one Advanced die. After all other Aspects have been resolved, reroll all protected dice and return to Available status. (reroll tokens stay with it)

This means protected dice cannot be damaged or stolen. Award points to the opponent as normal but the die is immune.

Place Here When Used

FORTITUDE

SOUL REAPER SORCERY

Place Here When Advanced

CHOOSE ONE:

If at least one die (from either side) was Devastated, you may steal it and add it to your Dice Reserve instead of discarding it to the Boneyard. (not Weakness dice)

OR

Refresh any one of your Used dice.

Place Here When Used

SOUL REAPER SORCERY

BRS
BLOOD RED SANDS