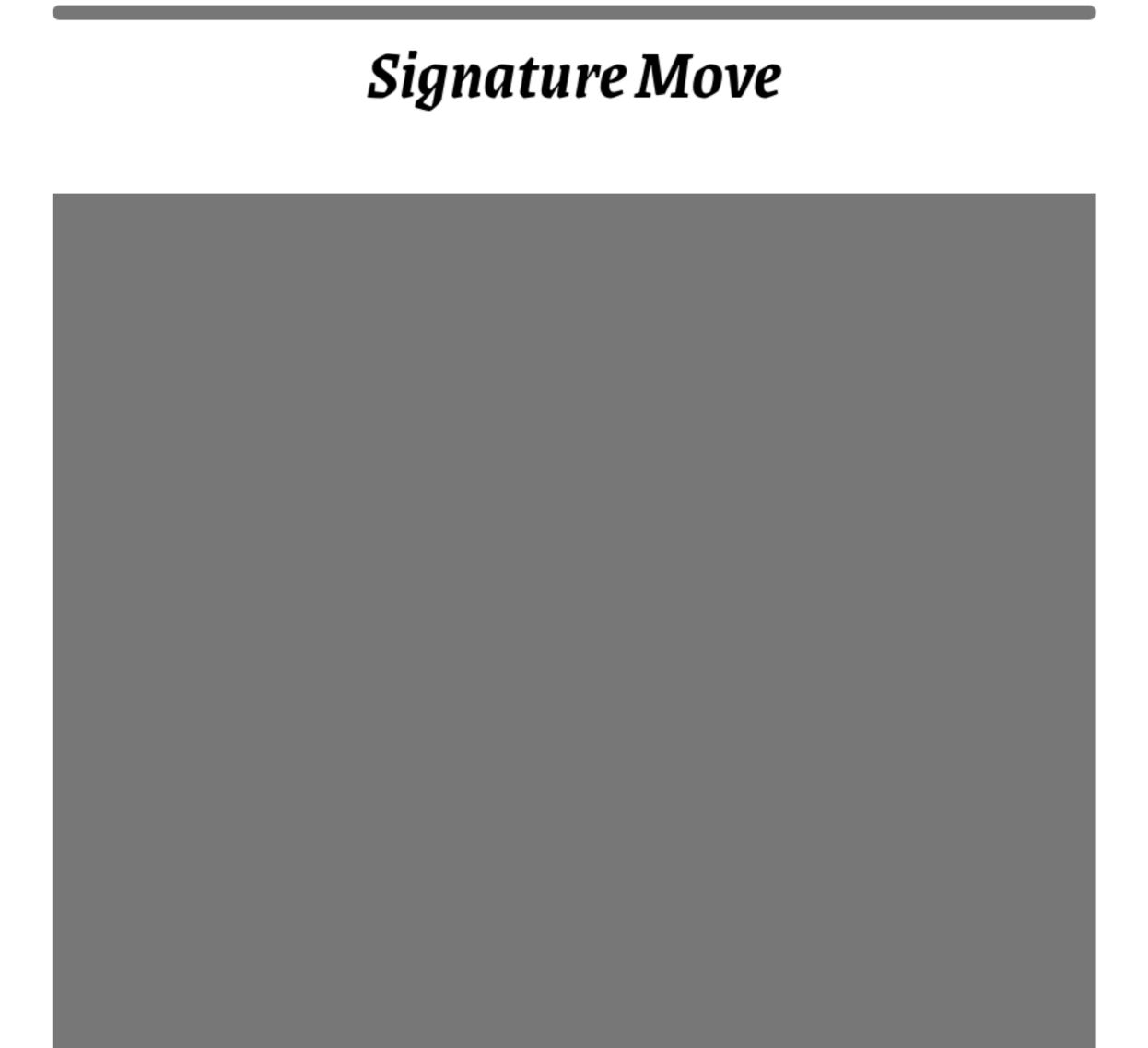
#### Signature: Ascendant's Pride



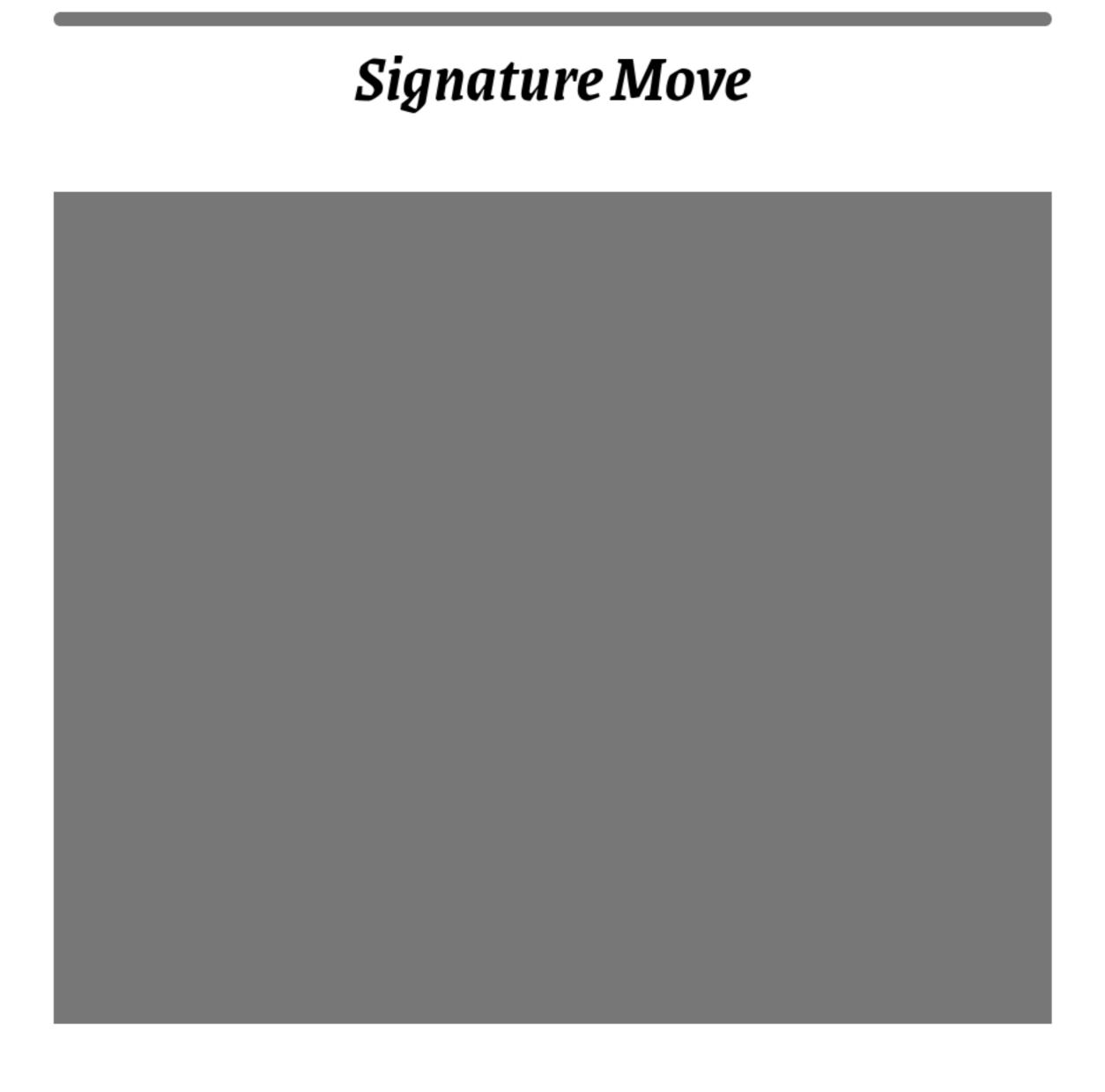
You can only claim one signature, and only after losing half your hearts.

Upgrade - Equip another move card at match start. I am an upgraded copy of that card.

The first time I hit with an attack or block an attack each turn, invoke.

The first time I invoke each turn, I invoke again.

## Signature: Dawn and Dusk



You can only claim one signature, and only after losing half your hearts.

Upgrade - Equip another move card at match start. I am an upgraded copy of that card.

The first time you play me each match, I cost ☐ ☐ less to play.

The second time you play me each match, I can't be blocked until I leave play.

### Signature: Lasting Influence



You can only claim one signature, and only after losing half your hearts.

Upgrade - Equip another move card at match start. I am an upgraded copy of that card.

If I am a permanent, you may play me at the start of the first turn.

If I am a sequence, when you play me, attach a Chronotech Augment to me.

I can't be banished from play.

## Signature: Overabundance



You can only claim one signature, and only after losing half your hearts.

Upgrade - Equip another move card at match start. I am an upgraded copy of that card.

If I would make you conjure a card, I make you conjure an additional card of that type.

If I would make you gain one or more inspiration, I make you gain an additional inspiration.

### Signature: Prized Posession



You can only claim one signature, and only after losing half your hearts.

When you equip items, banish me from your hand to **charge** one of your equipped items.

# Signature: Retribution



You can only claim one signature, and only after losing half your hearts.

Upgrade - Equip another move card at match start. I am an upgraded copy of that card.

When your opponent scores points with a move card while I am in play, ruin that card.

When your opponent scores points while I am banished, return me to your hand.