Knight Prototype:

Initial Hand:

3 Knight’s Armor

* Ongoing
* 2 Defense
* Remove after attacked next

2 Sacrifice

* Ongoing
* When a player in the same space as you is attacked, you may become the target instead.
* Discard after use.

1 Honor

* Ongoing
* When you are attacked by an enemy, if you attack them on your next turn gain x2 damage.
* Discard after use.

3 Piety

* Immediate
* Heal 2

2 War Banner

* Immediate
* Move a teammate forward

2 Battle Charge

* Immediate
* Move any amount of space and perform a base attack with double damage and pierce.

1 Inspire

* Immediate
* +2 damage for all team member in your spot this turn.

1 Divine blessing

* Immediate
* Heal all players 2