

HERO CARD

PROTECT THE INNOCENT

TRIGGER

PLAY WHEN AN INCAPACITATED ALLY OR
NON-COMBATANT NPC WITHIN SIGHT
TAKES DAMAGE FROM AN ATTACK OR
EFFECT

Prevent all the damage.

You take half the damage they would have taken, bypassing any Resistances and Immunities you might have.

You may only use this card to prevent damage to an ally if this ally is unable to act, such as when they are unconscious or paralyzed.
