

🛡 Basic Shield



Activate: ⚡ 2E

Block 1 Dmg

🛡 Basic Shield



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Block 1 Dmg

🛡 Basic Shield



Activate: ⚡ 2E

Block 1 Dmg

🛡 Basic Shield



Activate: ⚡ 2E

Block 1 Dmg

🛡 Absorber Shield ⚡ 5E



Activate: ⚡ 1E

Block 1 Dmg. Store 1E if you take Dmg.

Overcharge: ⚡ 3E

Block all Dmg. Store 1E per Dmg Blocked.  
Disable Shield 1 round

🛡 Absorber Shield ⚡ 5E



Activate: ⚡ 1E

Block 1 Dmg. Store 1E if you take Dmg.

Overcharge: ⚡ 3E

Block all Dmg. Store 1E per Dmg Blocked.  
Disable Shield 1 round

🛡 Efficient Shield ⚡ 4E



Activate: ⚡ 1E

Block Dmg for an additional 1E per Dmg Blocked

Overcharge: ⚡ 3E

Block all Dmg. Disable shield for 1 round.

 Efficient Shield

⚡ 4E



Activate: ⚡ 1E

Block Dmg for an additional 1E per Dmg Blocked

Overcharge: ⚡ 3E

Block all Dmg. Disable shield for 1 round.

 Negator Shield

⚡ 5E



Activate: ⚡ 3E

Block 2 Dmg. Drain 1E from attacker per Dmg blocked.

Overcharge: ⚡ 5E

Block 3 Dmg. Disable Lazor of one attacker for 1 round.

 Negator Shield

⚡ 5E



Activate: ⚡ 3E

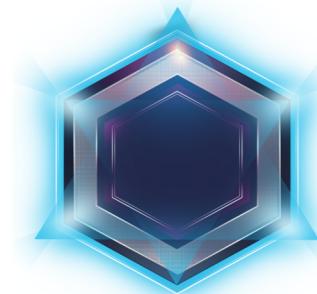
Block 2 Dmg. Drain 1E from attacker per Dmg blocked.

Overcharge: ⚡ 5E

Block 3 Dmg. Disable Lazor of one attacker for 1 round.

 Reflector Shield

⚡ 4E



Activate: ⚡ 2E

Block 1 Dmg. Spend 1E per unblocked Dmg to also damage attacker.

Overcharge: ⚡ 5E

Reflect all Dmg taken to a single target. Disable Shield 1 round.

 Reflector Shield

⚡ 4E



Activate: ⚡ 2E

Block 1 Dmg. Spend 1E per unblocked Dmg to also damage attacker.

Overcharge: ⚡ 5E

Reflect all Dmg taken to a single target. Disable Shield 1 round.

 Ultra Shield

⚡ 6E



Activate: ⚡ 2E

Block 1 Dmg. Block additional Dmg the cost of 1E per Dmg blocked.

Overcharge: ⚡ 6E

Block all Dmg. On your next BINGO roll, choose result for one die. Disabled shield for 1 round.

 Ultra Shield

⚡ 6E



Activate: ⚡ 2E

Block 1 Dmg. Block additional Dmg the cost of 1E per Dmg blocked.

Overcharge: ⚡ 6E

Block all Dmg. On your next BINGO roll, choose result for one die. Disabled shield for 1 round.