

Turn order

Before roll

Choose catch or fight

Creatures die

Rolling for combat

After roll

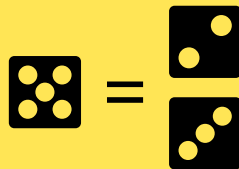
Combat

End of turn

Dice manipulation

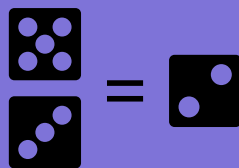
SHATTER

Split a die in two



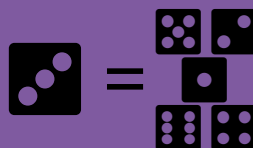
FUSE

Combine dice



SET

Set to any value



INCREMENT

Increase value



DECREMENT

Decrease value



Catching

Add the current heart and catch values. Rolling equal or more is a success.



Skill costs



Requires the depicted die



Requires only that the total value equals or exceeds this number



Requires any die to be activated



Requires dice with the same value



Requires consecutive dice values