



2

SPELL

SHIELD

Attack Phase: 2

Roll a **d12** die and record the value as your *Defense*. Until you attack, add your *Defense* to your evasion.

You may make an attack roll. If your opponent attacked you and failed, describe how you deflected the attacks to add your *Defense* to your attack roll. If your opponent did not attack or succeeded, subtract your *Defense* from your attack roll. If you fail with **Hope**, you may attack again.

Reflexively create a well-practiced ward that deflects incoming projectiles and puts attackers at a disadvantage.

 Gemini

Daggerheart™ Compatible. Terms at Daggerheart.com

