

1



0 ⚡

SPELL

RUNE WARD

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. The ward's holder can spend a Hope to reduce incoming damage by **1d8**.

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

