

RUNE PRIESTESS

Strength: 2

Craft: 4



Objects

Special Abilities

You may use the Rune of Protection to try and evade creatures, characters or Strangers by rolling 1 die. If you roll a 5 or 6 you successfully evade the encounter.

At the start of your turn, you may choose to discard 1 fate to use the Rune of Resurrection and heal 1 life.

When you engage in battle or psychic combat, you may discard 1 fate to summon the Spirits of the Ancestors to roll 2 dice for your attack roll and choose the higher result.

Whenever you pray, you may gain 1 fate.

Start: Chapel • Alignment: Good

Followers

Fate: 5

Gold

Life: 4