



**NAMINÉ**

Start In  
**HOLLOW BASTION**



### Special Abilities

1. At the end of your turn, if you have no Fate tokens, gain 1 Fate.
2. Instead of moving normally, you may spend 1 Fate to stay in your current space and encounter it. You cannot use this ability 2 turns in a row.
3. Whenever another character casts a Spell on you, your space, or one of your cards, you may either gain 1 Fate, or spend 2 Fate to block that spell. If you block the Spell, it has no effect and you may immediately cast it on a new target, ignoring region and timing restrictions. If you do not use the Spell, it is discarded.

3 strength | 4 magic | 4 health | 3 fate



followers



objects

