Kinetic Shield (Armor Quality)

Gain +3 Kinetic Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Breaking and Piercing weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Revision #1
Created 28 September 2024 20:37:24 by cluebyte
Updated 28 September 2024 23:36:16 by cluebyte