

**LATENT TRAITS • TALENTS**

NAME	TIMING	RANGE	TARGET	COST	EFFECT
SPIRIT BARRIER (LATENT TRAIT)	START	COMBAT ZONE	COMBAT ZONE	NONE	ONCE PER COMBAT, THE TARGET EQUIPS DESIGNATED [ITEMS]. ALSO, FOR THE REST OF THE COMBAT, THE TARGET CANNOT [DIE]. ◀SPIRIT BARRIER▶ DOES NOT CONSUME ITS TIMING.
SPIRIT BURN (LATENT TRAIT)	UNIQUE	REFER	REFER	NONE	EFFECT ACCORDING TO # OF [BONDS]: ③+ ADD +1-3D6 TO A CHECK (LOSE 1D6 (CREST) PER DIE ADDED); ④+ GAIN (REMOVE: DOWNED), SET HP TO (STRENGTH), LOSE 2D6 (CREST); ⑤: GAIN +1D6 [RANK] THEN LOSE 2D6 (CREST).
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