Personal Incarnation 3



Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3



Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3



Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3



Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6

Personal Incarnation 3

Summon Avatar

Caster can redirect any or all damage done to Personal Incarnation to self instead. The source of the damage is unchanged. If Personal Incarnation is destroyed, caster loses half his or her remaining life points, rounding up the loss.

Illus. © Kev Brockschmidt 6/6