

W7133173

- White Teeth -



100

- White Teeth -

Def.

Counter

C4

D5

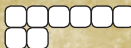
S4

M5

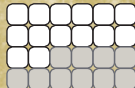
6

Dodge

AP



HP



8

24

Weapons: Batt / 1D5 + 3 damage.

Throws the victim to the ground and knocks it out in case of CH instead of adding the S.

Stiletto / 3 damage. Damage cannot be healed.

Bottes: Insane Laugh, the enemies are confused, they no longer benefit from support and have -1 to their mental value until White Teeth's next activation.

Mocking Laugh, the target loses the use of a special skill, at the choice of White Teeth, until the beginning of its next activation.

Happiness Teeth: Sundars within 3 fathoms from White Teeth can reroll a die once / Turn.

BR 7133 (173)

- Grenadier -



Henchman = 2

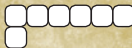
80

- Grenadier -

Def.	Counter		
C 3	D 4	S 4	M 3
Dodge			



AP



HP



Weapon: Sundar Musket / 3 AP / Rate 2 / 1D10+1 damage / Range 5/9.



Botte (shot): Grenade / 1D10+2 damage on the initial target, 1D5+1 damage on every Briskars within less than 2 fathoms from the target / Range 4 fathoms maximum.



Unexpected: can use his botte immediately after White Teeth has performed an "Insane Laugh".



Powder gun expert: reloads for 1 AP less.