Briskars

Le Brousse

Colossus

250

BRCLB01

Le Brousse

Def.	Counter				
C 8	D 4	F 7	M 5	A 4	4
Dodge					

AP 10

HP 42

Chain mail:

- 1 | 5 | - 2

Claymore: / 3 AP / Reach / F + 3 damage.
CH = Bleeding 2 instead of additional damage.

Judgement: 1D5 + 2 damage. Restrains the opponent; one hand to maintain the hold.

Vamhas: the opponent immediately makes a morale roll.

Crith: / 6 AP / 6 damage and bleeding 4 s on each opponent.

Fuil Teth: does not suffer fire or frostbite effects.

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When an enemy performs a CH against him, all the effects (damage, bleeding, etc), except for the "repellment", are only suffered at the end of his next activation and he pays 1 AP less for his Claymore attacks or his "Judgement" until the end of his next activation. This ability also triggers whenever he suffers damage from an Aberration.

The first time he drops below 10 HP, he immediately regains 1D10 HP.

Clan tatoo (does not count towards the team's total).

Linked to Le Brousse.

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