



# Carpo Forus



150

Def. Counter

C 7

D 5

S 6

M 4

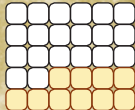
5

Dodge

AP



HP



**Navy anchor:** 3 AP / 1D5 + 4 damage. In case of CH, the target is "stunned".

**Circular strike:** 6 AP.

Reaches all opponents within 2 fathoms.

Defences are done separately, 1D10 + 4 damage on each enemy who missed his defence.

★ Carpo can handle two-handed weapons with only one.

## *Glan Talisman*

*Taken from a strong Thulean leader, this powerful artefact leads trappers and hunters towards him.*

*Carpo can recruit them as if they were Exiled.*

*When he becomes Fleet Admiral, this talisman also grants the effects of a "mascot", but he cannot get another one.*



*Linked to Carpo Forus*



## The Bloody's Heir

*When Carpo specializes straight from the beginning of the Campaign as a War Chief, he can chose a LVL 2 skill instead of a LVL 1 as his Captain bonus.*

*When he becomes Fleet Admiral, he automatically gains the skill "Teror LVL 2".*



*Linked to Carpo Forus*

