

MOKAROS



140

MOKAROS

Def.

Counter

C6

D5

S6

M4

Dodge

5

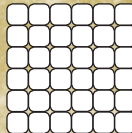
AP

2



HP

36



Weapons: Bite / 3 AP / 5 damage / Bleeding.

Ichtien hammer / 1D5 + 2 damage.

In case of CH, the target is "stunned".

★ **Hammering:** increases by 1 the threshold and damage of each successful attack (2nd att. = +1, 3rd att. = +2, etc.).

★ **Sharkskin:** on 6+, 1 bleeding effect wears off at the end of the activation.

★ **Special:** Mokaros can move within the current enemy zoc without spending any MVT.

★ **Analgesia / Aquatic creature.**