

# KARKHAROS



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Def.

Counter

C 8

D 3

S 7

M 3

Dodge

5

AP



HP



**Bite:** 3 AP / 5 damage  
/ Bleeding of 3 damage.

**Marine anchor:** 1D5 + 4 damage.  
In case of CH, the target is "stunned".

**Ramming:** 5 AP / S + 1D5 damage.

The victim is skewered, she will need to break the restraintment before being able to act normally.  
The anchor can only be used if no Briskar is already skewered.

★ **Analgesia / Aquatic creature.**

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