

VR 713473

RHÈN ZHÈ



80

RHÈN ZHÈ

Def.	Counter		
C 3	D 7	S 3	M 4
Dodge			

5

AP



HP



- Weapons:** Katana / 7 damage.
Shuriken (x2) ☐ ☐ / 1D5 + 1 damage.
Can «throw» 1 shuriken twice per game up to 5 fathoms.
- Thrust:** Murasame / 7 damage.
If the thrust succeeds, Rhèn Zhè's next dodge will be free.
- Special:** Rhèn Zhè doesn't need to roll for "reception" below 4 fathoms.
- Art of discretion:** doesn't deploy the normal way at the beginning of the game. He reveals himself up to 4 fathoms away from his table side upon his first activation. He is then played normally.

NINJA BALL

Once revealed on the field, Rhièn Zhè can use his ninja ball to generate a smoke explosion enabling him to flee. He then leaves the table and will deploy again up to maximum 4 fathoms from one side of the table upon his next activation. He cannot leave the table with scenario objectives, Briskars or objects in his possession.



Linked to Rhièn Zhè

