

7133173

DAOTI



Alchemy

70

DAOTI

Def.	Counter			
C 3	D 5	S 3	M 6	
Dodge				

5

AP



HP



Mallet: 4 damage.

In case of a CF on a defence roll, the target is "stunned".



Wit: mechanism grasp = no CF.

Feints and disengages for 1 AP less.

Кривизна



Colossus



180

BUNRAKU

Def.

Counter

 C_8 \mathcal{D}_3

*S*7

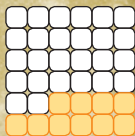
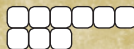
M

A

5

Dodge

ДР



Armour:

$$-2 \xrightarrow{+5} -3$$


Giant Dao: 1D5 + 5 damage.

Botte: if the botte is successful, the target is restrained and Dàotì deals 1D5 mallet blow from his cockpit.

★ **Inanimate Creature:** can only be recruited with Dàotì.

★ *Immunised to all Morale rolls, as well as poisoning and bleeding.*

Maòk Banner: all Maòks within less than 5 fathoms of Bunrakū automatically pass their Morale tests.

BUNRAKU AND DÀOTÌ

The Bunraku created by Dàotì only answers to him, you have to recruit both profiles in your team in order to play them. Even if both their APs count for the initiative, only Bunraku is played until he is put out of combat; you can then replace his figurine with Dàotì's and activate him regularly by using his own profile card.

Dàotì uses Bunraku's AP to cast spells while inside, they cost 1 additional AP each. Bunraku cannot be healed but can be repaired by a carpenter.

