

VP 7133173

NABESHIMA



Esoterism

60

NABESHIMA

Def.

Counter

C 2

D 5

S 1

M 6

5

Dodge

AP

8



HP

16



Claws strike: 1 AP / 1D5-1 damage. (maximum 5 attacks par round).



On his guard: dodges and counters only cost 1 AP.

Nine lives



Linked to Nabeshima

Cost: 0 AP

Range: himself

Duration: 1 Round

Rate: 1 / Knockout

Difficulty:



Effect: when Nabeshima should be knocked out and put away from the gaming table, he casts this spell.

If successful, he remains on the table with 9 HP.

CH: he regains all of his HP.

CF: he remains on the table with 1 HP.

