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Bonnie Heart, Flibustière



140

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Def.

Counter

C 3

D 6

S 4

M 5

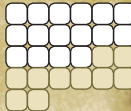
6

Dodge

AP



HP



Mary: / 1D5+2 damage.

Restores 2 HP to Bonnie for each successful attack.

Read: / 5 damage / Rate 4



/ Range 4/7 fathoms / Armour-piercing 1.

Can be used in a melee.

Estocade: 4 AP.

Leaps without restriction of height or length up to 4 fathoms and makes a **Mary** attack that cannot be defended with a "parry".

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- ★ **Longing gaze:** 2AP, range 4 fathoms, on 6+, the targeted Briskar will be the last to activate this turn.
- ★ **Rogue:** steals for free, everything except CF for "picking a lock".
- ★ **Elusive:** Dx2 to disengage and dodge.
- ★ **Bewitching:** does not suffer the effects of CH (damage, repellant, etc.).
- ★ **Inspiring:** the Briskars in her team have +1 to their M and can re-roll their morale roll once per game.
- ★ Bonnie cannot be recruited by another faction.

Seduction

A beauty among the beauties of the 7 Seas, Bonnie can seduce any Anthropeian into joining her crew.

When attacked, the recruit can immediately make a (paid) MVT towards her and defend in her place if he is within range.

In Bonnie's presence, he automatically passes his morale rolls.

As soon as she is knocked out, he automatically switches to «last hope» without a test.

"Seduction" is free if the recruit is a mercenary.

*Linked to
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