

713173

# Day Laborer II



70

# Day Laborer II

Def.

Counter

C 5

D 3

S 5

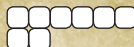
M 2

4

Dodge

AP

8



HP

25



Pike: Reach / 4 damage.

In case of CH, repulses the enemy by 1 fathom.



Tripping up: Reach / 5 damage / CH+1 damage.

If the botte succeeds, the victim falls on the ground and will need to "get up".



Rum (single use).