

BR7133173

Baxter



83



Baxter

Def.

Counter

C 5

D 3

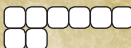
S 5

M 2

Dodge

5

AP



HP



8

26



Studded Club: 3 AP / 7 damage.

Withdraw 2 armour squares instead of 1 if the attack deals damage.



Strong shock: 4 + x AP / 7 damage.

Increases by 1 damage and 2 the final result of the roll for each AP spent on top of the needed ones for the botte.



Picklock: Baxter misses his "picking" only on a CF.