



C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo I

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

0





C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo II

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

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C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo III

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

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C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo IV

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

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C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo V

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

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C	5	D
D	5	C
S	1	
M	2	

AP

HP


Dodo VI

3

**Weapon: Beak / 1 damage.**  
Each time a dodo manages a defence or dodge roll, he automatically deals 1 damage.

★ **Plump:** the dodo's 3 AP are always active and available to boost a roll or defend.

★ **Sense of direction:** at the beginning of each round and prior to the Briskars activation, a dodo randomly moves of 2 fathoms (roll a die for each dodo and follow its tip).

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