

BR 7133.073

- Mathurin -



Limitation = 2

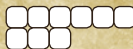
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- Mathurin -

Def.	Counter		
C 3	D 5	S 3	M 3
Dodge			

5

AP



HP



Weapon: the Mathurin has no weapon.

Look-out: if an enemy assaults within less than 5 fathoms, he screams to warn his companions. All Sundars are considered as having 1 additional AP to react if they were the target of this assault.

Acrobat: the Mathurin uses $D \times 2$ for the actions of "landing" and "disengagement".