

BRSSG01

- Sam La Glace -



Rider

105

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Def.	Counter		
C_4	D_5	S_5	M_5

5

Dodge

AP

HP



Armour:

0 6 -1

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Weapon: War spear / 3 AP / Reach
/ 1D5 + 3 damage.

Doesn't take the opponent's armour into account.



Thrust: Berserk Howl.

Sundars within less than 4 fathoms get +2 on their attacks until the end of the round.



Equipment: Shinbones protections, Shoulder plate.