Briskars

Tupilek

Totemism

Totems = 3

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Tupilek

Def.	Counter		
C 4	D 4	S 4	M 5
	Dodge		

4

AP 9

HP 24

Weapon: **Runic wand / 5 damage.**
Damage cannot be healed.

Ice Spirit: Tupilek gains +1 to his magic rolls, when he is within 1 fathom from water or ice (totems included).

Elders' Aura: Tupilek returns the first damage of each attack, shot (except from artillery) or thrust he undergoes. This damage cannot be defended nor reduced by an armour.

Chieftain: Tupilek can hire in his team up to 5 members who have "**clannishness**".

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Ice Totem

Cost: 5 AP
Range: 3 Fathoms
Rate: 1 / 2 Rounds
Totems: 2

Effect: Invokes a motionless Ice Totem that acts normally during Tupilek's activation. Remains in game even if Tupilek leaves the game.

Difficulty: 18

Linked to Tupilek

AP:

HP:

Shot: Frozen needles
3 AP / 1D5+1 damage / Range 3/7 fathoms.
Shots are done with a 6+D10.

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Water Totem

Cost: 2 AP
Range: 3 Fathom
Duration: 3 Rounds
Rate: 1 / Round
Totems: 3

Difficulty: 13

Effect: Invokes a motionless Water Totem (totem token).

The effects of the " Ice Spirit " provided by the Water Totems add up.

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