BRTAA01

Ana - Ana

Def.	Counter		
C 3	D 4	S 3	M 5
	Dodge		

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AP 9

HP 23

Weapon: **Walking wand / 3 damage.**
Repulses of 1 fathom on a CH.

Protective mother: Ana-Ana adds dice for 1 AP per die in defence

Offspring: her swaddled baby in her back warns her from danger; she is considered with 1 more AP in defence when she is the target of an assault attack.

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Ointment

Linked to Ana-Ana

Cost: 2 AP
Range: an ally or the caster
Duration: game
Rate: 1 / Round

Difficulty: 15

Effect: the ally must be within Ana Ana's zone of control to receive an ointment, if the spell is successful, the ally will be healed of 1D5 HP at the beginning of each of his activation until the end of the game.
The ointment can be successfully applied only once per Briskar.

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