



Harpooner Champion



85

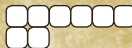
Harpooner Champion



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

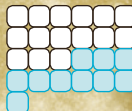
4

AP



8

HP



25

Weapons: Harpoon / 3 AP / Reach / 6 damage / Bleeding.
Dismembering knife / 3 damage / Bleeding.

Thrust: can «throw» his harpoon up to 6 fathoms, the target undergoes 1D10 damage and is brought back in a straight line within the fisher's zone of control. In case of CF, the rope breaks and the Champion loses his harpoon.

Chieftain: can hire in his team up to 3 members who have «clannishness».