



MANTIS

25
HERO

Prehensile members


Hth	
6	



P 12	E 10/14	ψD 36/38/40
S 17	C 15	ψD 24
I 11	D 10	Sht 27
M 10/15	SP 10	Hth 29
A 11	MP13	

Special capacities:

- ✓ Camouflage
- ✓ Capture
- ✓ Lightning strike
- ✓ Sadistic madness
- ✓ Metamorphic reflex



MANTIS

Weapons

4 Prehensile members

Spéciales capacités

- **Camouflage:** Mantis cannot be targeted from more than 20 cm away. It cannot be caught in the radius of an effect or explosive weapon.
- **Capture:** during the opponent's phase, if camouflaged, can leap 5 cm onto its prey. Capture is automatic: damage = 37 + 1D20. Death is never immediate. Capture gives a + 4 bonus in ψD. Freed by a successful Power test (P + 1D20/P + 1D20), the victim then loses -2 Constitution Points at each turn.
- **Lightning strike:** if its previous turn was sacrificed, Mantis plays during its opponent's phase with a Power 6 attack, up to 15 cm away. The victim then loses -2 Constitution Points at each turn.
- **Sadistic madness:** for each victim killed outright, +1 in ψD. At ψD 30, Mantis goes mad and is taken out of the game.
- **Metamorphic reflex:** when it is targeted for a shot, excluding HTH, Mantis gains +2 in ψD.