

Nathracha



Racial Skill: Elusives

A Nathracha's team can, once per half, roll the dices again on a dodge roll.

Soloing : +2 BP for Soloing's tests.

Role: **Nathracha**

Price: 60 Irr

Available: 0 - 5

Skill:

Evasive: Whenever a Nathracha is tackled they use their Ag instead of St to determine the outcome of the tackle. The attacker considers 'pushed' as 'nothing happens', 'knocked down' as 'pushed' and 'pushed and knocked down' as 'knocked down'. During defence phase all Modiroll are doubled.

Long tai: An opposing player who is trying to dodge a Nathracha suffers -1 Ag.

Mo	St	Ag	Co	BP
7	5	8	4	7

Role: **Odalisque**

Price: 80 Irr

Available: 0 - 4

Skill:

Evasive: Whenever an Odalisque is tackled they use their Ag instead of St to determine the outcome of the tackle. The attacker considers 'pushed' as 'nothing happens', 'knocked down' as 'pushed' and 'pushed and knocked down' as 'knocked down'. During defence phase all Modiroll are doubled.

Mastery of the long tail: An opposing player who is trying to dodge an Odalisque suffers -1 Ag. An Odalisque can use their tail to make a hand-off as far as two squares instead of only in base contact. An Odalisque has +3 PB when is Shooting for a goal or meta.

Mo	St	Ag	Co	BP
7	2	9	4	7



Role: **Kobara**

Size: Big

Price: 130 Irr

Available: 0 - 1

Skill:

Coils: When a Kobara makes a tackle and gets a Pushed or a Result the Same can make a Coil with the opponent player. If that happens the two players are NOT pushed and, at the beginning of the opponent player's turn, that players gest a Direct Hit at St9 against their Co. If it succeed, roll again on the Injury Table, if not the player manages to escape from the Coil. A player who is trapped by a Coil can still be pushed by other players and if it happens a Kobara can choose either to follow or free the player pushed.

Poison: An opposing player being wounded from a Kobara gets poisoned and will suffer a direct hit at St 7 against his Co at the beginning of every of his turns for the reminder of the half. If he fails the test, roll 2d6: 1-6 the player is stunned, 7-11 the player is put on the bench ready for the next kick-off, 12 the player dies.



Mo	St	Ag	Co	BP
6	9	5	9	2

Role: **Mambuk**

Price: 80 Irr

Available: 0 - 2

Skill:

Poison: An opposing player being wounded from a Mambuk gets poisoned and will suffer a direct hit at St 7 against his Co at the beginning of every of his turns for the reminder of the half. If he fails the test, roll 2d6: 1-6 the player is stunned, 7-11 the player is put on the bench ready for the next kick-off, 12 the player dies.

Mo	St	Ag	Co	BP
5	7	6	7	6

Role: **Pteron**

Price: 70 Irr

Available: 0 - 2

Skill:

Soar: A Pteron can take off from their goal mouth area and pass the ball 2 squares more than the limit. If a Pteron uses this skill, they have to pass an Ag test or being knocked down in the square where they are.

Wingspan:+1 BP when a Pteron is trying a parry. Can try to parry a shot for 1 goal with a roll of 8+ on 2d6.

Mo	St	Ag	Co	BP
4	6	7	7	7

Heroes (Nathracha)

Role: **Shiktu, the priest of the sacrifice**

Size: Medium - X

Price: 150 Irr

Available: 0 - 1

Mo	St	Ag	Co	BP
6	8	7	5	7



Skill:

Ritual Bowl: The Bowl starts the game with 2 blood's charges. Once per turn, as a free action, Shiktu can use a charge to give Frenzy and +1 St to every friendly players. Every player, unless it is a snake, during this turn must tackle an opponent adjacent to them.

Each time an injury roll is made the Bowl gets 1 charge, maximum 5 charges.

Ritual Dagger: Shiktu can choose to use their Ritual Dagger in hand to hand combats.

If they do so make a Hit directly against to opponent's Co without any Modirroll or any other modifiers. If it fails, nothing happens, if it succeeds, roll on the injury table as usual. After this action roll 1d6, with a 5+ Shiktu is ejected.

Role: **Jacusaa, the high priestess**

Size: Medium - X

Price: 150 Irr

Available: 0 - 1

Mo	St	Ag	Co	BP
7	6	8	5	7

Skill:

Divine Blessing: Jacusaa is blessed from god Shaxuu, so they can roll the dices again every time they fail a Co roll. As long as Jacusaa is on the pitch, apply this Blessing to every Odalisque on the pitch.

Hypnotic Dance: Jacusaa can use their turn to dance, focusing the attention on an hypnotic movement. Any opposing player who is within 2 squares from Jacusaa must roll 1d6: with a 5+ (6+ on Heroes) they are hypnotized and lose their next turn doing nothing unless tackled before. A player who is hypnotized does not have tackle zone for the purpose of dodge rolls.

Role: Milush, the first viper

Size: Medium - X

Price: 120 Irr

Available: 0 - 1

Mo	St	Ag	Co	BP
7	5	8	5	7

Skill:

Offer: Milush carry with them a forbidden fruit on Triskearth, Patonia. Milush offers a Patonia, at the beginning of their turn, to every player in base contact with them. A player can choose either to accept it, or to try to refuse it: you do not need to roll if you want the fruit, you get it. If you want to refuse it roll 1d6: with a 4+ the player refuses the fruit. Next time that player manages to refuse the fruit on a 5+, 3rd time on 6+. After that the player must eat the fruit. A player who eats the forbidden fruit gets +4BP or +2St or +2Ag or +3Co until their next turn. At the beginning of their next turn roll 1d6: on a 3+ that player is ejected.

Evasive: whenever Milush is tackled they use their Ag instead of St to determine the outcome of the tackle. The attacker considers 'pushed' as 'nothing happens', 'knocked down' as 'pushed' and 'pushed and knocked down' as 'knocked down'. During defence phase all Modiroll are doubled.

