

PRISCILLA, THE DEMETRIUS DAUGHTER

Price: 170 Irr

Available: O - 1

Size and gender : Big - female

Mo	St	Ag	Co	BP
7	8	7	7	7

Skill:

“I want it!”: everybody knows that for a girl, everything is just a toy! And in Triskearth everybody knows that when Priscilla says “I want it” her father Demetrius is ready to show up and get whatever she wants... and every person is afraid of Demetrius. Priscilla selects an opposing player (not a Hero or a Mercenary) and that player gets -3 Mo , - 3 Fo , - 3 Ag, - 5 BP as long as it is in base contact with Priscilla. Priscilla can only choose one player at a time and that player cannot be tackled by Priscilla as long as this skill is affecting them. During Priscilla’s turn, she can declare that “I don’t want it anymore” and the opposing player can then move one square away from Priscilla for free.

“The ball is mine!”: If the ball is on the ground and Priscilla is on the pitch, she can declare that “that ball is mine”. Priscilla gets +3 St and Frenzy against the ball carrier. Priscilla can’t use this skill if the skill “I want it!” is active. If Priscilla is the ball carrier roll 2d6, on 8+ she will spend her turn playing with the ball, doing nothing.

Tantrums: At the end of the turn roll 2d6. If a double is rolled (e.g. 1-1, 2-2 and so on) Priscilla starts to cry and to throw a tantrum. Treat Priscilla as if she is knocked down but without making any Constitution roll, but she can be the objective of a Foul action. Every player adjacent to her, or every player that come to base contact with her, gets a Direct Hit at Priscilla’s St. This Direct Hit is made as soon as a player goes to base contact with Priscilla, and at the beginning of a turn when Priscilla is throwing a tantrum. At the beginning of the next turn, turn Priscilla up and roll again 2d6 for this skill.