

Repair Action

- New action that «**heals**» the boat.
- The action is **to saw planks**: to validate an action, the player has to make the movement back and forth until the saw gets back in its initial position.
- Three actions need to be validated to get the bonus.
- The bonus is: a heal for an amount of 25 points.
- there is no limitation in its use.

Special rules:

- The player can give up on their action, it won't reboot neither the action nor the amount of already validated actions.
- The boat Life Points can't exceed their maximum.

Hand Shield

The Shield is set on the back of the character. It requires a new 3D prop. When used:

- To **activate** it, the Player must draw it from her back and pull it over her head.
- The **Protection Duration** is 10 seconds. It requires sonor and visual feedback. Cannons are **deactivated** during the Shield.
- The **Cooldown** before the next uses is 45 seconds.
- The **Cooldown Feedback** could be projected inside the Shield, like following:

