



# SHŌJŌ

7  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

*Unique, Elemental • Tri-Chi*



**Incorporeal:** Reduce damage dealt to this model by 1. Damage from  $\ddagger$  actions may not be reduced this way.

**Inebriation:** Enemy models with a friendly **Poison** token within 6" that declare a non-**Walk** action must pass a TN 10 **Wp** duel or the action fails.

**Attack Actions**      Rg    Skl    Rst    TN    Dmg

<b>Spirit Slap</b>	1"	6	Wp	-	2
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*This action treats all □ as ♣.*

♦ **Tips on the Table:** Target must discard a card.

If it does not, this model draws a card.

■ **Drink Up:** Target gains a **Poison** token.

■ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

<b>Lure</b>	12"	6	Wp	12	-
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*This action may target friendly models. Move the target its Sp toward this model.*

■ **Love Hurts:** When resolving, this action deals 1 damage to the target.

■ **Drink Up:** Target gains a **Poison** token.

**Tactical Actions**      Rg    Skl    Rst    TN    Dmg

<b>False Claim</b>	3"	0	-	6	-
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*This action cannot be declared while engaged. Make two Scheme markers within range.*

♦ **Drinking Problem:** Once per activation. Another ally within 1" of one of the made markers may declare an action.