



# 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 ✚ 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.

# SHŌJŌ

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Spirit Slap</b>	1"	6	Wp	-	2

*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	-

*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.