**Name:** Guild Sailors

**Descriptor:** Guild Sailors have little experience fighting and may run away or cower if they are threatened.

**Attack**

**STR** +2

**CON** +1

**DEX** 0

**INT** +2

**WIS** +1

**CHA** +1

**Defence**

**AC** 13

**FORT** 12

**WILL** 11

**REF** 9

**HP:** 32

**Attacks (Features):**

Melee

Attack STR vs. AC 2d6

Range

Attack DEX vs. REF 2d6