



Any character with the *Faction (The Guild)* keyword may use this *Command Ability*:

Mob Mentality
👑 *PULSE Command Ability*

For every friendly character in line of sight to this character (including this character), add a re-roll to your **Mob Mentality Pool**.

Until the end of the round, any friendly character may use these re-rolls on any roll - one re-roll per dice.



Capodecina

Keywords

- *Faction (The Guild)*
- *Leader*
- *Trade*

Character Abilities

- Aerial Attack
- Expert Offence (2)
- Infiltration

3 Actions	13 Life	4 Will	4 Command	30 Size	20 Ducats
Movement	Dexterity	Attack	Protection	Mind	
5	6	4	2	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Twin Blades	0"	-	+1	-	-

Fight For the Guild!

PULSE Command Ability

One friendly character in line of sight with the *Trade* keyword replenishes **2 Will Points** instead of 1 from **Companion** until the end of the game.

Rise Up

All friendly characters with the *Trade* keyword gain **Companion (Trade)** as long as this character is on the board.



Harbourmaster

Keywords

- Faction (*The Guild*)
- Leader

Character Abilities

- Fast Swimmer (2)
- Parry (2)

3 Actions	14 Life	3 Will	4 Command	30 Size	21 Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Clockwork Pistol	6"	+1	+1	-1	Black Powder, Reload (2)
Sailor's Knife	0"	-	-	-1	Aquatic

Toughen Up

AURA Command Ability

Until the end of the round, any friendly characters within 6" gain Expert Protection (3).

Born to Swim

Other friendly characters add +2 to their **Fast Swimmer** number as long as this character is on the board. Friendly characters without **Fast Swimmer** instead gain **Fast Swimmer** (2).



King For a Day

Keywords

- Faction (*The Guild*)
- Leader
- *End of Days*

Character Abilities

- Brave
- Companion (*End of Days*)
- Mindless

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
5	4	4	2	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff of Credit	0"	-	-	-3	-

Start the Horrorshow!

AURA Command Ability

Until the end of the round, any friendly characters with the *End of Days* keyword in line of sight gain +1 ATTACK.

Do As I Say, Not As I Do

All other friendly characters with the *End of Days* keyword lose **Mindless** for the entire game, even if this character is killed.

This character still keeps **Mindless**.



Keywords

- Faction (*The Guild*)
- Leader
- House of Virtue

Character Abilities

- Concealment (+1)
- Parry (2)
- Slippery

3 Actions	12 Life	4 Will	4 Command	30 Size	20 Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	5	3	3	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Garter Pistol	6"	-	-	-2	Black Powder, Reload (2)
Stiletto	0"	-	+1	+1	-

Don't Let Them Take You!

PULSE Command Ability

One other friendly character in line of sight within 3" (not including this one) gains **Parry (2)** until the end of the game.

My Girls & Boys

While this character is on the board, all characters with the *House of Virtue* keyword gain **Companion (House of Virtue)**.

Strike When They're Vulnerable

AURA Command Ability

Until the end of the round, any other friendly characters with the *House of Virtue* keyword in line of sight (not including this one) gain **Penetration -2** on their weapons.



2	15	2	2	40	19
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
7	4	4	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff of Credit	0"	-	-	-3	-

Keywords

- Faction (*The Guild*)
- Leader
- End of Days

Character Abilities

- Bulky
- Companion (*End of Days*)
- First Strike (2)
- Limited Movement
- Mindless
- Slippery

Full Tilt!

AURA Command Ability

Until the end of the round, any friendly characters with the *End of Days* keyword in line of sight gain +1 MOVEMENT.

Do As I Say, Not As I Do

All other friendly characters with the *End of Days* keyword lose **Mindless** for the entire game, even if this character is killed.

This character still keeps **Mindless**.



Prince of Thieves

Keywords

- Faction (*The Guild*)
- Leader
- Hero
- Unique

Character Abilities

- Acrobatic (2)
- Expert Marksman (2)
- Pickpocket
- Slippery

3 Actions	13 Life	2 Will	5 Command	30 Size	23 Ducats
Movement	Dexterity	Attack	Protection	Mind	
5	5	5	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Concealed Pistol	4"	-	+1	-	Black Powder, Reload (1) Knockback
Gilded Sword	0"	-	+1	-1	-

Thieves Guild Training

PULSE Command Ability

One friendly character within 6" gains **Pickpocket** until the end of the game.

Take it for the Guild!

Any friendly characters in line of sight replenish **2 Will Points** instead of 1 when **Pickpocketing**.

A Hero Among Thieves

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword. However, if there is another character with the *Leader* keyword, this character loses the *Leader* keyword.



Baba-Yaga

2	13	7			
Actions	Life	Will			
Movement	Dexterity	Attack	Protection	Mind	
4	3	2	3	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pestle	1"	-	+2	-	Knockback, Two-handed

Keywords

- Faction (*The Guild*)
- Hero
- Unique
- Discipline (*Blood Rites*, *Wild Magic*)

Character Abilities

- Bulky
- Mage (3)
- Vampiric Attack (2)

Blood Rights - 1AP

Pick one character within 3" (friendly or enemy). That character loses **1 Life Points**, and this character replenishes **1 Will Points**.



Black Lamp

Keywords

- Faction (*The Guild*)
- Hero
- Unique
- Trade

Character Abilities

- Brave
- Universal Shielding (4)

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-1	-

Rally to the Light!

AURA Command Ability

Until the end of the round, any friendly characters in line of sight gain Companion (Black Lamp) and Brave.

The Lamp

This character may attempt to Dispel magic spells as if it has Mage (3) and Expert Sorcerer (3).

In addition, enemy characters may not use **Will Points** when within 3" of this character.



Ostrich Chariot?!

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*
- *Unique*

Character Abilities

- **Bulky**
- **Companion (End of Days)**
- **First Strike (2)**
- **Limited Movement**
- **Mindless**



Movement	Dexterity	Attack	Protection	Mind	
7	3	4	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun
Bottle Burner	5"	+2	+1	-1	Black Powder, Blast
Bird Kick	0"	-	+2	-	-

Uncoordinated Assault

After this character makes a Combat action, it may make a single **0AP** Attack of Opportunity using a weapon it did not attack with in that Combat action. Attacks of Opportunity from this rule cannot cause additional Attacks of Opportunity and do not count as Attacks of Opportunity from charging & charging from above.

Levatevi di Mezzo, Imbecilli!

This character may freely move over other characters as part of a Run/Climb action, but cannot end its action overlapping any other character. While making a Run/Climb action, this character ignores the normal rules for disengaging. At the end of this character's Run/Climb actions, make a Basic **DEXTERITY** roll. For each ace rolled, each character (friendly and enemy) moved over loses **1 Life Point**. If the roll is a Fumble, this character receives a **Stun** counter.



Rialto Assassin

Actions	2	Life	13	Will	3	Size	30	Duels	16
Movement Dexterity Attack Protection Mind									
	5		5		5		3		3
Weapon Range Evasion Damage Penetration Abilities									
Balanced Throwing Knife	6"	-	-1	-4					-
Smoke Bomb	6"	+1	-	-					Blast, Harmless, Smoke, Reload (1)

Keywords

- *Faction (The Guild)*
- *Hero*
- *Unique*

Character Abilities

- Expert Marksman (3)
- Infiltration
- Slippery



Bloodletter

2
Actions 11
Life 3
Will

30
Size 16
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	4	2	2	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Dagger	0"	-	-	-	-

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue
- Discipline (*Blood Rites*)

Character Abilities

- Expert Sorcerer (1)
- Mage (2)

Magic for Blood

Whenever this character successfully makes a **Cast Spell** action, it gains **2 Life Points**. This can take this character above its Starting **Life Points**.

Blood for Magic

At the start of this character's turn, it may replenish up to 3 of its **Will Points**, costing **1 Life Point** for each **Will Point** replenished.



Blood Matron

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue

Character Abilities

- Mindless
- Vampiric Attack (2)

	2		12		2		1	
Actions	Life	Will	Command					
Movement	Dexterity	Attack	Protection	Mind				
4	4	3	3	2				
Weapon	Range	Evasion	Damage	Penetration				Abilities
Pithing Needle	0"	+1	-	-1				Stun

Go For The Eyes

When a critical is scored by Pithing Needle in a **Combat** action, the applied **Stun** counter cannot be removed for the rest of the game and is unaffected by any spells or abilities.

Prey Upon

At the start of the game, nominate an enemy character to be this character's **Prey**. When this character makes a **Combat** action against its **Prey** that combat action is a critical if the Destiny Dice is a 9 or a 10 and there is at least 1 other Ace in that roll.



Barber

2 Actions 11 Life 3 Will

30 Size 12 Duckets

Movement	Dexterity	Attack	Protection	Mind
4	5	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Straight Razor	0"	-	-	-3	-

Keywords

- *Faction (The Guild)*
- *Hero*
- *Trade*

Character Abilities

- Expert Offence (1)
- Engage



Baroni

Actions	Life	Will	Command	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Duelling Pistol	8"	-	-	-1	Black Powder, Reload (2)
Twin Duelling Pistols	8"	-	+3	-1	Black Powder, Reload (1)

Keywords

- Faction (*The Guild*)
- Hero

Character Abilities

- Expert Marksman (2)
- Pickpocket

Intimidation

AURA Command Ability

Until the end of the round, any friendly characters within 3" gain **First Strike (1)**.

Twin Pistols

This character's weapons share the **Reload** ability - you may make 2 Combat actions with the Single Duelling Pistol or 1 with Twin Duelling Pistols in one round.

Unwieldy

This character may only make Combat actions with the Twin Duelling Pistols as the **first** action of their turn (including using it for Attacks of Opportunity).



Brewer

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- *Companion (End of Days)*
- *Mindless*

Actions	Life	Will	Command	Size	Duels
MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND	
4	3	3	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Bottles	6"	-	-	-	-
Flaming Bottles	6"	-	-	-5	Black Powder

Fancy a Tipple?

AURA Command Ability

Until the end of the round, any friendly characters within 3" gain **Brave** and **First Strike (1)**.

Keep it Flowing

Any enemy character in base contact with this character can be the target of a **Drown** action, regardless of whether they're in water.

Flambé

This character may only use Flaming Bottles when within 3" of a Pulcinella Firebreather.



Brute

2
Actions 14
Life 2
Will

40
Size 13
Ducats

Movement	Dexterity	Attack	Protection	Mind
4	4	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Big Club	1"	-	+1	-	Knockback

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- Companion (*End of Days*)
- Mindless

Thick Skull

This character cannot receive Stunned counters.



2 13 3
Actions Life Will

30 13
Size Ducats

Movement	Dexterity	Attack	Protection	Mind
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Butcher's Knives	0"	-	+1	-	-

Keywords

- Faction (*The Guild*)
- Hero
- Trade

Character Abilities

- Brawler (1)
- Expert Grappler (2)



Dancer

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue

Character Abilities

- Slippery

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	6	3	2	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Poisoned Needle	0"	-1	-	+1	Poisoned

Communicative Dance

PULSE Command Ability

Pick one friendly character within 3" and one different friendly character with the *House of Virtue* keyword within line of sight.

Both of those characters make an immediate **Run/Climb** action. This movement cannot be used to charge, but can be used to disengage.



Death Duellist

Actions 2 Life 10 Will 2

Size 30 Duats 14

Movement	Dexterity	Attack	Protection	Mind
5	4	4	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rapier	0"	-	-	-1	-

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue

Character Abilities

- Engage
- Expert Offence (2)
- Parry (2)

Victory Rush

When this character kills an enemy character with a **Combat** action, it gains your choice of either; an additional **1AP**, replenish **4 Life Points**, or replenish **2 Will Points**.



Actions	Life	Will	Command	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pole Spear & Net	0"	-1	+1	-	Aquatic
OR					
Harpoon Gun	12"	+1	+1	-	Reload (1), Two-handed

Keywords

- Faction (*The Guild*)
- Hero

Character Abilities

- Expert Offence (1)
- Fast Swimmer (2)
- Hunter

Bring it Down!

PULSE Command Ability

One friendly character within 6" gains Hunter until the end of the game.



Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Handbow	15"	-	-	-1	Reload (2)

Keywords

- *Faction (The Guild)*
- *Hero*
- *Trade*

Extortion AURA Command Ability

Until the end of the round, any friendly characters with the **Henchman** keyword within 6" gain **Bodyguard (Hero)**.

Instigator

All friendly characters with **Companion(Trade)** gain +1 ATTACK while within 6" of one or more characters with this special rule. Characters with the Instigator rule are unaffected.



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue
- Discipline (*Divinity*, *Fateweaving*)

Character Abilities

- Mage (1)
- Expert Sorcerer (1)

Entwined Magics

When picking spells for this character, the additional spells granted by **Expert Sorcerer** may be from any discipline it has access to (though it does not gain an additional cantrip if it is different).



Shadow Assassin

Keywords

- *Faction (The Guild)*
- *Hero*
- *House of Virtue*

Character Abilities

- Slippery

2	11	3	1	30	14
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
5	5	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Dual Stilettos	-	-1	+1	+1	-

Fade to the Shadow - 2AP

If this character is within 1" of impassable terrain, they can be removed from the board and then placed back down within 1" of another piece of impassable terrain on ground level at least 6" away from enemy characters.



Smuggler

Keywords

- *Faction (The Guild)*
- *Hero*

Character Abilities

- Boat Crew
- Concealment (+1)

Actions	2	Life	12	Will	2	Size	30	Ducats	13
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	5
Weapon	Blunderbuss	Range	0"	Evasion	-1	Damage	+2	Penetration	+1
Abilities									Black Powder, Reload (1), Template

Smuggling

When you achieve an Agenda, one character within 6" and line of sight replenishes **1 Command Point**.



Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
5	5	3	2	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	+1	+1	-
Smoke Bomb	6"	+1	0	-	Blast, Harmless, Smoke, Reload (1)

Keywords

- Faction (*The Guild*)
- Hero

Character Abilities

- Aerial Attack
- Infiltration
- Pickpocket

Get to the Roof

PULSE Command Ability

One friendly character with the *Henchman* keyword within 6" gains **Acrobatic (3)** until the end of the game.



Very Loud Ostrich

Keywords

- *Faction (The Guild)*
- *Hero*
- *End of Days*

Character Abilities

- Bulky
- Companion (*End of Days*)
- First Strike (2)
- Limited Movement
- Mindless
- Slippery

2	14	3	2	40	16
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
7	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Trumpet	0"	-	-	-	-

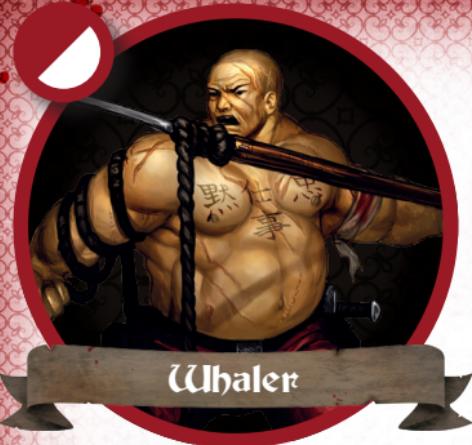
Toot Toot Toot... Charge!

PULSE Command Ability

Up to 2 friendly characters within 3" may make an immediate **Run/Climb** action, but this movement *must* be used to charge an enemy (doesn't have to be the same enemy!).

Doot

Whenever this character makes a Combat action with its Trumpet weapon, all friendly characters within 3" cheer and replenish **1 Will Point**.



Whaler

Actions	2	Life	15	Will	2	Size	40	Duels	17
Movement	4	Dexterity	4	Attack	4	Protection	2	Mind	3
Weapon	Range	Evasion	Damage	Penetration		Abilities			
Whaling Lance	6"	+1	+3	-		Knockback, Two-handed			

Keywords

- Faction (*The Guild*)
- Hero

Character Abilities

- Boat Crew
- Hunter
- Fast Swimmer (2)

Get Over Here

A Whaling Lance's **Knockback** can move the target in any direction.



Actions	Life	Will	Command	Size	Ductats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	-	-	-	+1	-

Keywords

- Faction (*The Guild*)
- Hero
- House of Virtue
- Discipline (*Blood Rites*, *Runes of Sovereignty*, *Wild Magic*)

Character Abilities

- Mage (2)
- Slippery

Blood Rights - 1AP

Pick one character within 3" (friendly or enemy). That character loses **1 Life Points** and this character replenishes **1 Will Points**.



Actions	2	Life	10	Will	2	Size	30	Duels	10
Movement	4	Dexterity	4	Attack	3	Protection	4	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Crossbow	30"	-	-	-1	Reload (1), Two-handed				

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- *Companion (Trade)*



Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Concealment (+2)

Actions		Life			
Movement	Dexterity	Attack	Protection	Mind	
4	3	2	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Whispers on the Street

For every friendly character with this ability in your gang at the start of the round, add a re-roll to your **Mob Mentality Pool**.

Until the end of the round, any friendly character may use these re-rolls on any roll - one re-roll per dice.

Hidden in Plain Sight

This character can be deployed anywhere on the board at ground level, at least 6" away from any enemy characters or objectives.



Actions	Life		Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	3	2	1	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	-	-	-	+1	-

Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Mindless
- Limited Movement

Living Sacrifice

Any character with the *House of Virtue* keyword within 6" and line of sight may use this character's **Life Points** as if they were their own **Will Points**, costing **2 Life Points** per **Will Point**. This ability can be used even if it would kill this character. If a **Will Point** granted by this ability would kill this character and be used on a **Cast Spell** action, the destiny dice is counted as automatically rolling a 10.



Actions	Life	Will	Size	Ductats	
Movement	Dexterity	Attack	Protection	Mind	
5	3	2	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Dagger	0"	-	-	-	-

Keywords

- *Faction (The Guild)*
- *Henchman*
- *House of Virtue*

Character Abilities

- Concealment (2)
- Slippery

Transfusion - 1WP

One friendly character in base contact replenishes 1 **Life Point** or one enemy character loses 1 **Life Point**. If an enemy character is killed by this life loss, this character replenishes 2 **Will Points**. This character may do this once during each of its turns.

Bucket of Blood

At the start of the game, when selecting spells, you may select a **Blood Rites** spell not known by any other friendly **Mage** for this character to store. While this character is within line of sight to a friendly **Mage**, that character can cast the stored spell as if it were their own.



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Improvised Weapon	0"	-	-	-	-

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- Companion (*Trade*)



Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	

Weapon	Range	Evasion	Damage	Penetration	Abilities
Training Whip	3"	-1	-	-	-

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- Companion (Dog)
- Engage

"Encouragement"

This character may only use the **ORDER** or **COUNTER** Commands on characters with the *Henchman* keyword.



Dog

Actions Life

Size Dueats

Movement	Dexterity	Attack	Protection	Mind	
6	5	2	1	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Teeth	0"	-	+1	-1	-

Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Engage
- Limited Movement
- Mindless



Escort

Actions	2	Life	13	Will	2	Size	40	Duels	12
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Sword	0"	-	+1	-	-				-

Keywords

- *Faction (The Guild)*
- *Henchman*
- *House of Virtue*

Character Abilities

- *Bodyguard (Hero, Henchman)*
- *Expert Grappler (1)*



Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fire Breath	0"	-	-	-3	Black Powder, Template, Two-handed, Reload (1)

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- Companion (*End of Days*)
- Mindless



Actions	2	Life	11	Will	2
Movement	4	Dexterity	4	Attack	3
Protection	3	Mind	3		3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Bladed Oar	2"	-	+1	-1	Two-handed

Keywords

- *Faction (The Guild)*
- *Henchman*
- *Trade*

Character Abilities

- Brave
- Fast Swimmer (1)

Sculler

For each character with this ability, you may purchase **1 extra Gondola** from the **Equipment** list.

This character may be deployed in water or on a Gondola and may also re-roll failed dice rolls when making Row actions.



Harlot

Actions	2	Life	11	Will	2	Size	30	Duels	10		
Movement	4	Dexterity	4	Attack	3	Protection	2	Mind	3		
Weapon	Stiletto	Range	0"	Evasion	-	Damage	+1	Penetration	+1	Abilities	-

Keywords

- *Faction (The Guild)*
- *Henchman*
- *House of Virtue*

Character Abilities

- Concealment (+1)
- Slippery



Actions	2	Life	11	Will	1	Size	30	Duels	1
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Short Sword	0"	-	-	-	-				-

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- First Strike (2)

Paying Off My Debts

When this character kills an enemy character with a **Combat** action, add 1 re-roll to your **Mob Mentality** pool.



Mariner

Actions 2 Life 11 Will 2

Size 30 Ducts 10

Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dive Knife	0"	-	-	-	Aquatic

Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Boat Crew
- Fast Swimmer (2)



Ostrich Rider

Actions	Life	Will	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind
7	4	3	2	1

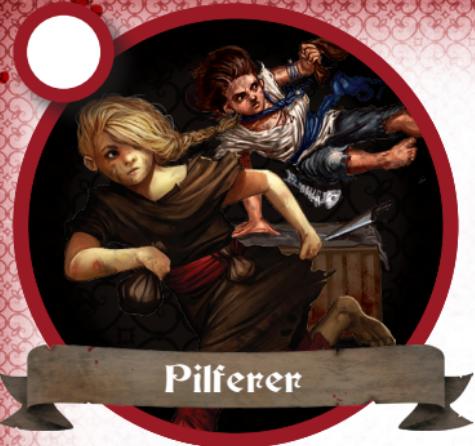
Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- Bulky
- Companion (*End of Days*)
- First Strike (2)
- Limited Movement
- Mindless
- Slippery



Pilferer

Actions	Life	Will	Size	Ductus	
Movement	Dexterity	Attack	Protection	Mind	
5	6	2	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Dagger	0"	-	-	-	-

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- Concealment (+1)
- Pickpocket



Poacher

2	10	2			
Actions	Life	Will			
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Bow	12"	-	-	-	Reload (3), Two-handed

Keywords

- *Faction (The Guild)*
- *Henchman*

Character Abilities

- Concealment (+1)
- Infiltration

Rope Arrow - 2AP

Pick a point on a piece of vertical terrain within 12" at least 1" below this character.

Move the character to that point as if moving down a zipline.



Actions	Life	Will	Size	Dueats	
5	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun

Keywords

- *Faction (The Guild)*
- *Henchman*
- *End of Days*

Character Abilities

- Companion (*End of Days*)
- Mindless



Shipwright

Actions	Life	Will	Size	Ductats
Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Riveting Hammer	0"	-	+2	-	Two-handed

Keywords

- Faction (*The Guild*)
- Henchman

Character Abilities

- Expert Offence (2)