



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

**Let the Masquerata Begin**  
 *PULSE Command Ability*

This character gains **1AP** for this turn.

If this character has the *Councillor* keyword, roll a dice. On a 7+ this Command Ability doesn't use a *Command Point*.



## Pinnacle of Affluence

### Keywords

- Faction (*Patricians*)
- Leader
- Councillor
- Unique

### Character Abilities

- Bulky
- Limited Movement
- Expert Grappler (2)



Movement	Dexterity	Attack	Protection	Mind
4	3	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Strice's Paw	0"	-	-	-1	-
Gilded Table Scraps	6"	-	-	-	Harmless, Stun, Reload (1)
Minty Fresh Breath	0"	-	-	-1	Poisoned, Template, Reload (1)

You there! Do something!

#### AURA Command Ability

Until the end of the round, other friendly characters that start their turn within 6" and line of sight of this character gain **First Strike (2)** until the end of their turn.

Characters can only be affected by this **Command Ability** once each game round.

Stop them, damn you! I don't care what it takes!

Friendly characters in line of sight of this character gain **Bodyguard (Pinnacle of Affluence)**.

Bask in my Magnificence!

This character replenishes all of its **Command Points** at the start of each of its character turns and may use each type of **Command (PLAN, COUNTER, etc.)** twice per game round.



## Guard Commander

3	14	2	5	30	20
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	5
Weapon	Range	Evasion	Damage	Penetration	Abilities
Gilded Sabre	0"	-1	+1	-1	-

## Keywords

- Faction (*Patricians*)
- Leader
- Officer

## Character Abilities

- Brave
- Parry (2)

### Take Arms

#### PULSE Command Ability

Until the end of the round, all friendly characters with the *Soldier* keyword within 3" gain +1 ATTACK.

### Aim Fire!

#### PULSE Command Ability

Any friendly characters with the *Soldier* keyword in line of sight gain Expert Marksman (1) until the end of the round.



3 Actions	13 Life	3 Will	4 Command	30 Size	19 Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	5
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rifled Duelling Pistol	12"	-	-	-1	Black Powder, Reload (2)
Twin Rifled Duelling Pistols	12"	-	+3	-1	Black Powder, Reload (1)

## Keywords

- Faction (*Patricians*)
- Leader
- Councillor
- Officer

## Character Abilities

- Boat Crew
- Expert Marksman (2)
- Fast Swimmer (2)

### Naval Discipline

#### PULSE Command Ability

Other friendly characters on the same Boat as this character replenish **1** Will Point.

Other friendly characters with **Boat Crew** on the same Boat as this character instead replenish **2** Will Points.

### Raise a Crew

All friendly characters may be set up on a Boat.

### Twin Pistols

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

### Unwieldy

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



3 Actions	13 Life	4 Will	3 Command	30 Size	21 Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	5	4	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rifled Duelling Pistol	12"	-	-	-2	Black Powder, Reload (2)
Cup Rapier	0"	-	+1	-1	-

## Keywords

- Faction (*Patricians*)
- Leader
- Councillor

## Character Abilities

- Engage
- Expert Offence (2)

### The Monster Behind the Mask

#### PULSE Command Ability

This character gains +1 to its **MOVEMENT**, **DEXTERITY**, and **ATTACK** until the end of the round. However, it reduces its **MIND** to 1.

### Murderous Patron

Any other friendly character that kills an enemy character replenishes **1 Will Point** if both are in line of sight to the Venetian Noble.



## Mounted Venetian Noble

### Keywords

- *Faction (Patricians)*
- *Leader*
- *Councillor*

### Character Abilities

- Engage
- Expert Offence (2)
- Limited Movement

3	18	4	3	50	24
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
6	4	4	4	4	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Garter Pistol	6"	-	-	-2	Black Powder, Reload (2)
Gilded Sabre	0"	-1	+1	-1	-

### Do Try To Keep Up!

Once per round, before this character makes a **Run/Climb** action, you may choose 1 other friendly character with the *Councillor, Soldier, or Animal* keyword within 3".

After this character completes that **Run/Climb** action, the chosen character makes an out of sequence **Run/Climb** action. This out of sequence action cannot cause Attacks of Opportunity from charging, but may require a character to Disengage as normal.

### Venetian Drive

#### PULSE Command Ability

This character gains **First Strike** (2) until the end of the round, however it reduces its **PROTECTION** to 1.

### Gleeful Charge

When this character makes an Attack of Opportunity due to charging, Gilded Sabre's **Evasion** becomes -2 for that Attack of Opportunity.



## Janissary Chorbaji

3	14	4	3	30	23
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Flanged Mace	0"	+1	-	-	Knockback

## Keywords

- Faction (*Patricians*)
- Leader
- Ottoman

## Character Abilities

- Brawler (1)
- Expert Offence (2)
- Universal Shielding (3)

### Coordinated Attack

#### PULSE Command Ability

All friendly characters with the *Ottoman* keyword within 3" (including this one) gain **First Strike** (2) until the end of the round.

### Martial Elite

Friendly characters with the *Ottoman* keyword within 6" may use their **Expert Offence** ability on the Destiny Dice.

### Disciplined Momentum

When a friendly character with the *Ottoman* keyword within 6" and line of sight kills an enemy character, this character replenishes 1 lost **Command Point**.



**Sopracomito**

## Keywords

- *Faction (Patricians)*
- *Leader*
- *Hero*
- *Councillor*
- *Officer*

## Character Abilities

- Boat Crew

Actions	Life	Will	Command	Size	Dueats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Naval Cutlass	0"	-	-	-1	-

### Wages Are Here

#### PULSE Command Ability

Any friendly characters in line of sight with the *Soldier* keyword that aren't in base contact with an enemy may immediately make a **Run/Climb** action for **0AP**, but must move into base contact with this character. This move does not cause **Attacks of Opportunity**. Any characters that move into base contact immediately replenish **1 Will Point**.

### Pay Out

Any friendly character within 6" may use this character's **Will Points** as if they were their own.

### Second in Command

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword and no other Sopracomitos may be chosen. However, if there is another character with the *Leader* keyword, this character loses the *Leader* keyword.



Moon

Actions	2	Life	12	Will	4	Size	30	Duels	16		
Movement	5	Dexterity	5	Attack	3	Protection	2	Mind	5		
Weapon	Shadow Touch	Range	0"	Evasion	-	Damage	-	Penetration	+1	Abilities	Stun

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Unique*
- *Discipline (Blood Rites, Fateweaving)*

## Character Abilities

- Companion (Sun)
- Flight
- Mage (2)
- Mindless



**Sun**

<b>Actions</b>	<b>Life</b>	<b>Will</b>	<b>Size</b>	<b>Duels</b>	
2	12	4	30	15	
Movement	Dexterity	Attack	Protection	Mind	
5	5	5	2	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Blinding Flash	6"	+1	-	-2	Knockback, Reload (2)

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Unique*

## Character Abilities

- Acrobatic (3)
- Companion (Moon)
- Expert Marksman (2)
- Mindless



## Adventuring Noble

2	12	2	1	30	16
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
5	4	4	3	3	3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

### Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*
- *Discipline (Wild Magic)*

### Character Abilities

- Hunter
- Mage (2)

### Arcane Totem

This character knows every spell (including the Cantrip) from the **Wild Magic** Discipline.

Each spell costs **0 Will Points** to cast, but may only be attempted once per game.

In addition, if this character ever fails to cast a spell, another spell is also removed at random.



## Captain of the Guard

### Keywords

- *Faction (Patricians)*
- *Hero*
- *Officer*
- *Soldier*

### Character Abilities

- *Bodyguard (Officer)*
- *Companion (Officer)*

Actions	Life	Will	Command	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

### Take Aim!

#### *AURA Command Ability*

Until the end of the round, all friendly characters with the *Soldier* keyword within 6" gain **Expert Marksman (1)** and **Expert Offence (1)**.

### Chain of Command

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



Cat Burglar

Actions	Life	Will	Command	Size	Ductus
Movement	Dexterity	Attack	Protection	Mind	
5	6	3	2	3	

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	+1	+1	-

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*

## Character Abilities

- Aerial Attack
- Concealment (+2)
- Infiltration
- Pickpocket



## Fencing Master

Actions	2	Life	11	Will	4	Size	30	Ducats	16
Movement	4	Dexterity	5	Attack	4	Protection	3	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Balanced Rapier	0"	-1	-	-2					-

### Keywords

- Faction (*Patricians*)
- Hero

### Character Abilities

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

#### Strike True - 1AP

Pick one friendly character in line of sight within 6".

The next Combat action they make this round while in base contact with the target ignores all Protection Rolls - even **Universal Shielding!**



## Foreign Dignitary

### Keywords

- *Faction (Patricians)*
- *Hero*

### Character Abilities

- Companion (*Councillor*)
- Expert Offence (2)

	12				14
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	2
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sabre	0"	-1	-	-	-

### Business or Pleasure?

Any friendly character with the *Councillor* keyword with **0 Command Points** remaining replenishes

**1 Command Point** if they start their turn within 6" and line of sight of this character.



## Gourmand Noble

### Keywords

- Faction (*Patricians*)
- Hero
- Councillor

### Character Abilities

- Engage
- Fear (0)
- Mindless

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

### The Other, Other White Meat

#### AURA Command Ability

Until the end of the round, every other friendly character in line of sight gains the Flesheater ability while in line of sight of this character.

### Flesheater

If this character makes a **Combat** action against a target in base contact that causes it to lose at least **1 Life Point**, it replenishes **1 Will Point**.



## Naval Lieutenant

### Keywords

- Faction (*Patricians*)
- Hero
- Officer
- Soldier

### Character Abilities

- Boat Crew
- Fast Swimmer (2)

Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Nock Gun	12"	-	+3	-1	Black Powder, Reload (1)

### We Trained For This AURA Command Ability

All friendly characters within 6" increase their **Fast Swimmer (X)** value by 2 until the end of the round. Any characters without **Fast Swimmer** are unaffected.

### Chain of Command

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

### Unwieldy

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



## Janissary Sapper

### Keywords

- *Faction (Patricians)*
- *Hero*
- *Ottoman*

### Character Abilities

- Expert Marksman (2)
- Universal Shielding (2)

2	13	3	1	30	16
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Black Powder Grenade	6"	+1	+2	-	Black Powder, Blast, Reload (1)
Knife	0"	-	-	-	-

### Black Powder Arrows

Any friendly Ottoman Archer within 3" of this character may use its Black Powder Grenade as if it were listed on their own profile when making a Combat action.



## Ottoman Cannoneer

Actions 2 Life 15 Will 2

Size 40 Duckets 15

Movement	Dexterity	Attack	Protection	Mind
4	3	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Grapeshot	0"	-1	-	-4	Black Powder, Template, Reload (1)
Cannon Barrel	0"	-	-	-	Stun

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Ottoman*

## Character Abilities

- Brawler (2)



## Ottoman Janissary

### Keywords

- *Faction (Patricians)*
- *Hero*
- *Ottoman*

### Character Abilities

- *Bodyguard (Leader)*
- *Brawler (1)*
- *Expert Offence (2)*
- *Universal Shielding (3)*

Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Twin Swords	0"	-	+1	-	-
OR					
Battle Axe	2"	-	+1	-	Two-handed

### Barbary Discipline

#### AURA Command Ability

Until the end of the round, all friendly characters within 6" gain +2 MOVEMENT if their Run/Climb action is used to charge.



2  
Actions      13  
Life      4  
Will

30  
Size      15  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Service Pistol	8"	-	-	-2	Black Powder, Reload (2)
Infantry Sabre	0"	-	+1	-	-

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Soldier*

## Character Abilities

- *Brave*
- *Expert Offence (1)*
- *Expert Marksman (1)*

## Inspiring

Whenever another friendly character with the *Soldier* keyword in line of sight within 6" of this character uses one of its own **Will Points** (and not those from other characters), it instead counts as **2 Will Points**.



## Submissive Noble

### Keywords

- Faction (*Patricians*)
- Hero
- Councillor

### Character Abilities

- Frenzied
- Expert Offence (2)

2	14	1	2	40	17
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Cat O'Nine Tails	0"	-	-	-2	-

### Domination

#### PULSE Command Ability

Every friendly character in base contact makes an immediate **Move** action for **0AP**. This action cannot be used to move into base contact with an enemy character.

### Barbed

If a Combat action with the **Cat O'Nine Tails** results in no **Protection** roll for the target, add 2 to the **Damage**.

### Sadism

#### PULSE Command Ability

This character loses 1 Life Point and gains +2 Attack until the end of the round.



Syphilitic Noble

2	11	1	30	13	
Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rapier	0"	-	-	-1	-

## Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*

## Character Abilities

- Berserk
- Engage
- Frenzied
- Mindless



## Venetian Heavy Guard

Actions	2	Life	15	Will	1	Size	40	Duels	16
Movement	4	Dexterity	4	Attack	4	Protection	5	Mind	2
Abilities									
Weapon	Range	Evasion	Damage	Penetration					
Spiked Warhammer (thrust)	1"	-1	-	-2					-
Spiked Warhammer (swing)	0"	+1	+1	-					Stun

### Keywords

- *Faction (Patricians)*
- *Hero*
- *Soldier*

### Character Abilities

- Companion (*Officer*)
- Expert Protection (3)



## Venetian Spy

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

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Long Rifle	30"	-	+1	-1	Black Powder, Knockback, Reload (1), Two-handed

### Keywords

- *Faction (Patricians)*
- *Hero*

### Character Abilities

- Concealment (+1)
- Expert Marksman (2)
- Infiltration

### Unwieldy

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



## Wayfinder

### Keywords

- *Faction (Patricians)*
- *Hero*

2	11	2	3	30	12
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	3	3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Gun Laying - 1AP

Pick a friendly character within 6" and line of sight. Until the end of that character's next activation, it gains **-2 Evasion** against targets outside of base contact with it.

### Nautical Bearings

Any friendly character that makes a Combat action within 3" with a weapon that has a range of 6" or higher increases their range by 6".

### Maps and Charts

Whenever this character uses a **Plan** command, draw **2 extra Agendas**, take a look, and discard 2 of your choice.



Barnabotti

2	11	2	1	30	12
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

## Keywords

- *Faction (Patricians)*
- *Henchman*

## Character Abilities

- Companion (*Councillor*)
- First Strike (1)

## Inferiority Complex

This character cannot use the **ORDER** or **COUNTER** Commands.



Actions	Life	Will	Size	Dueats
Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	3

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)

## Keywords

- *Faction (Patricians)*
- *Henchman*

## Character Abilities

- Companion (*Councillor*)
- Expert Marksman (2)



## Cannibal Cultist

### Keywords

- *Faction (Patricians)*
- *Henchman*

### Character Abilities

- Mindless
- Frenzied

Actions	2	Life	11	Will	1	Size	30	Duels	8		
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	1		
Weapon	Sharpened Dagger	Range	0"	Evasion	-	Damage	-	Penetration	-1	Abilities	-

### Flesheater

If this character makes a **Combat** action against a target in base contact that causes it to lose at least **1 Life Point**, it replenishes **1 Will Point**.

### The Hunger

If this character starts its turn within 4" of one or more enemy characters, it must attempt to move into base contact with one of them.



Actions	2	Life	12	Will	2	Size	30	Duels	12
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Rapier	0"	-	-	-1					-

## Keywords

- *Faction (Patricians)*
- *Henchman*

## Character Abilities

- Parry (2)

## Affirmation

At the start of this character's turn, pick one character with the *Councillor* keyword in line of sight. Both this character and that character replenish **1 Will Point**.



## City Guard

Actions	2	Life	12	Will	1	Size	30	Duels	10
Movement	DEXTERITY	ATTACK	PROTECTION	MIND					
4	4	3	4	2					
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Bardiche	2"	-	+1	-	Two-handed				
OR									
Infantry Sabre	0"	-	+1	-					

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

## Character Abilities

- *Companion (Officer)*



## Guard Marksman

Actions	2	Life	12	Will	1	Size	30	Duels	12
Movement	DEXTERITY	ATTACK	PROTECTION	MIND					
4	4	3	4	2					
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Musket	24"	+1	+1	-1	Black Powder, Reload (1), Two-handed				
Bayonet	1"	-	-	-	-				

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

## Character Abilities

- *Companion (Officer)*



## Guard Sentry

Actions	Life	Will	Command	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind	
5	5	3	3	3	

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Boot Knife	0"	-	-	-	-

### Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

### Character Abilities

- Acrobatic (2)

### Lookout

Once per round, this character may use a single **ORDER** or **COUNTER** Command for **0 Command Points** if at least 3" above the target character.

However, those Commands may still only be done once per round as usual.



## Household Staff

Actions	2	Life	10	Will	1	Size	30	Duels	9
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	2
<b>Abilities</b>									
Weapon	Range	Evasion	Damage	Penetration					
Cast Iron Utensil	0"	-	-	-					Stun

### Keywords

- *Faction (Patricians)*
- *Henchman*

### Character Abilities

- Bodyguard (*Councillor*)



Actions	Life	Will	Size	Ductats	
Movement	Dexterity	Attack	Protection	Mind	
6	5	2	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Bite	0"	-	+1	-1	-

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Animal*

## Character Abilities

- Companion (*Councillor*)
- Limited Movement
- Mindless
- Engage



## Merchant

### Keywords

- *Faction (Patricians)*
- *Henchman*

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

There's Coin in it for You

### PULSE Command Ability

One friendly character with the *Henchman* keyword in line of sight within 6" gains **First Strike (2)** until the end of the round.



Naval Ensign

Actions	2	Life	10	Will	2	Size	30	Duels	12
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	2
<b>Abilities</b>									
Weapon	Range	Evasion	Damage	Penetration				Abilities	
Fishing Spear	2"	-	+1	-				Aquatic, Two-handed	

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

## Character Abilities

- Companion (*Officer*)
- Hunter
- Fast Swimmer (2)



**Naval Recruit**

Actions	Life	Will	Size	Duats
Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	1

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Naval Cutlass	0"	-	-	-1	-

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

## Character Abilities

- Fast Swimmer (2)



## Noble Seafarer

Actions 2 Life 11 Will 3

Size 30 Duats 12

Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Coach Gun	12"	+1	+2	-	Black Powder, Reload (1), Two-handed
Dive Knife	0"	-	-	-	Aquatic

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Councillor*

## Character Abilities

- Boat Crew
- Fast Swimmer (2)



## Ottoman Archer

2	11	2	30	10	
Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Bow	12"	-	-	-	Two-handed

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Ottoman*

## Character Abilities

- Boat Crew
- Universal Shielding (3)



Ottoman Pirate

Actions	2	Life	11	Will	2	Size	30	Duels	11
Movement	5	Dexterity	4	Attack	3	Protection	3	Mind	2
<b>Abilities</b>									
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Twin Blades	0"	-	+1	-	-				-

## Keywords

- *Faction (Patricians)*
- *Henchman*
- *Ottoman*

## Character Abilities

- Boat Crew
- Parry (1)
- Universal Shielding (3)



## Ottoman Rigger

Actions	2	Life	11	Will	4	Size	30	Duels	12		
Movement	5	Dexterity	6	Attack	3	Protection	2	Mind	3		
Weapon	Knife	Range	0"	Evasion	-	Damage	-	Penetration	-	Abilities	-

### Keywords

- *Faction (Patricians)*
- *Henchman*
- *Ottoman*

### Character Abilities

- Boat Crew

### Grappling Hook

This character never takes damage from Falling.