

Pulcinella



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	2

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

Keywords

*Faction (The Guild), Henchman,
Human, Pulcinella*

Character Abilities

- Mindless

Mob Rule

When this character makes a Combat action, they gain +1 ATT for every other friendly character with Mob Rule who is in base contact with that enemy.