











ize	Ducat

move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
5	4	5	5	5

Range	Evasion	Damage	Penetration	Abilities
0"	X3-00	+1	-1	96.50 - 1988
6"	+1	+1	-2	Black Powder, Reload (
	0"	0" -	0" - +1	0 11 1

## Keywords

Faction (The Guild), Leader, Human

## Character Abilities

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

Command Ability: Take it for the Guild!

All friendly characters within 3" gain Pickpocket until the end of the round.