

Sirena



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	3	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

Keywords

Faction (Rashaar), Hero, Rashaar, Monster, Discipline (Blood Rites, Runes of Sovereignty)

Character Abilities

- Parry (2)
- Fast Swimmer (3)
- Mage (2)
- Water Creature

Command Ability: *Hypnotic Aura*

All enemy characters within 6" have
-2 MIND until the end of the round.