









Size Ducat

move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
4	4	2	2	2

Meapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

Faction (Patricians), Henchman, Human

Character Abilities

- Companion (Venetian Noble)
- Parry (1)

Paid Company

Any frindly character with the Leader or Hero keywords within 3" may use this characters Will Points as if they were their own.