

## Gondolier



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Bladed Oar	2"	-	+1	-1	Two-handed

### Keywords

*Faction (The Guild), Henchman, Human*

### Character Abilities

- Brave
- Fast Swimmer (1)

### Sculler

For each character with this rule, you may purchase 1 extra gondola from the Equipment list. This character may be deployed in water or on a gondola and may also re-roll failed dice rolls when making Row actions.