

The Duke



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	5	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-
Pistol	8"	+1	-	-1	Black Powder, Reload (1)
Smoke Bomb	6"	+1	-	-	Blast, Harmless, Smoke

Keywords

Faction (Gifted), Hero, Human, Unique

Character Abilities

- Acrobatic (1)
- Bodyguard (Hero, Henchman)
- Expert Offence (2)
- Infiltration
- Slippery (2)

Command Ability: *Disappear Into Darkness*

When this character attacks with a smoke bomb, use this Command Ability. Remove this character and place them anywhere out of Base Contact within 12". This placement cannot cause Attacks of Opportunity.