

Fisherman



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pole Spear	2"	-	+1	-	Aquatic
OR					
Harpoon Gun	8"	+1	+1	-	Reload (1), Two-handed

Keywords

Faction (The Guild), Hero, Human

Character Abilities

- Expert Offence (1)
- Fast Swimmer (1)
- Hunter

Command Ability: *Bring It Down!*

One friendly character within 6" gains the Hunter special rule until the end of its next activation.