

Altar Boy



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	2	2	2

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

Keywords

Faction (The Vatican), Henchman, Human

Character Abilities

- Concealment (+2)
- Slippery (3)

Command Ability: *Spurring Incense*

All friendly characters within 6" gain First Strike (2) until the end of the round.

Censer Bearer

All friendly characters within 6" gain Brave. This character may only use its Command Points on its own Command Ability.