













Size Ducat

move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
4	4	4	5	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Holy Icon	2"	+1	+1	-	Two-handed



Faction (The Vatican), Hero, Human

## Character Abilities

- Brawler (1)
- Fear (0)
- Universal Shielding (5)

Command Ability: You Have Redeemed Me, O Lord God of Truth All friendly characters within 12" gain Brave until the end of the round.

## Holy Relic

Any friendly character within 6" may use this character's Will Points as if they were their own. If this character is removed from play as a casualty, all friendly characters within 3" receive a Stunned counter.