

Marksman of the Guard



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Musket	10"	+1	+1	-1	Black Powder, Reload (1), Two-handed
Bayonet	1"	-	-	-	Two-handed

Keywords

Faction (Patricians), Henchman, Human, Soldier

Character Abilities

- Companion (Captain of the Guard, Commander of the Guard)
- Engage (1)
- Expert Protection (1)