

Dog



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Teeth	0"	-	-	-	-

Keywords

*Faction (The Guild), Henchman,
Animal*

Character Abilities

- Companion (Dog Keeper)