

Thrall



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun
OR					
Crossbow	15"	-	-	-	Reload (1), Two-handed

Keywords

Faction (Strigoi), Henchman, Human

Character Abilities

- Bodyguard (Vampire)
- Companion (Vampire)

Bloodletting

Once per activation you may pick a friendly character within 1" with the Vampire keyword. This character loses 2 Life Points and the Vampire character gains 2 Life Points.