











ize D

move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
4	5	2	3	4

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

Keywords

Faction (Rashaar), Henchman, Rashaar, Monster, Discipline (Fateweaving, Wild Magic)

Character Abilities

- Fast Swimmer (2)
- Parry (1)
- Mage (1)
- Water Creature