

Dog Keeper



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Training Whip	3"	+2	-	-	-

Keywords

Faction (The Guild), Henchman, Human

Character Abilities

- Engage (2)

Dog Master

When this character uses a Command Point, it must have a Dog as the target.