

Fencing Master



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	5	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Balanced Rapier	0"	-	+1	-2	-

Keywords

Faction (Patricians), Hero, Human

Character Abilities

- Engage (3)
- Expert Offence (2)
- Parry (2)

Command Ability: *Strike True*

All friendly characters within 6" gain Penetration -2 on their weapons until the end of the round.