

# Citizen



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

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

## Keywords

*Faction (The Guild), Henchman, Human*

## Character Abilities

### Union

When a character with this special rule attacks an enemy who is in base contact with at least 2 other friendly characters, it receives +1 ATTACK.