

Blood Grone



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	3	4	6

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

Keywords

Faction (Strigoi), Leader, Human, Discipline (Blood Rites, Runes of Sovereignty, Fateweaving)

Character Abilities

- Mage (2)
- Parry (2)

Command Ability: Clairvoyancy

All friendly characters within 6" gain either Acrobatic (1), Expert Defence (1), Expert Offence (1), or Fast Swimmer (1) until the end of the round.

Major Arcana

When picking spells, this character always knows the Cantrips from each available Discipline.