

# Slave



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	2	1

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

## Keywords

*Faction (Rashaar), Henchman, Human*

## Character Abilities

- Mindless

If this character ends its activation in base contact with a friendly character with the Monster keyword, you may choose to remove it from play as a casualty. The Monster character immediately replenishes 5 Life Points.