

Fate



Actions



Life



Will



Command



Size



Ducats



| MOVE | DEXTERITY | ATTACK | PROTECTION | MIND |
|------|-----------|--------|------------|------|
| 3 | 4 | 3 | 5 | 6 |

| Weapon | Range | Evasion | Damage | Penetration | Abilities |
|-----------------|-------|---------|--------|-------------|-----------|
| Book of Destiny | 0" | - | - | +1 | - |

Keywords

Faction (Gifted), Hero, Unique, Discipline (Blood Rites, Runes of Sovereignty)

Character Abilities

- Ethereal
- Expert Sorcerer (1)
- Mage (2)
- Mindless
- Universal Shielding (3)

Command Ability: *Aura of Inevitability*

Pick an enemy in line of sight within 6". Make an Opposed Mind Roll. If successful, the target loses 2 Will Points and 2 Life Points, and this character gains 2 Will Points.

The Same Coin

If choosing Fate for your gang, you must also include Justice.

The Other Side

You may only have 1 character with this ability on the board at any time;

do not deploy any others at the start of the game. At the start of each round, provided the other character hasn't been killed, you may choose to place it within 1" of this character and then remove this character from the board. If this character is killed and the other hasn't been, place the other character within 1" before removing this one. Life Points, Will Points, and Command Points are retained when a character is removed from play by this rule.