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move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
4	5	5	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sabre	0"	-1	-		-
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Keywords

Faction (Patricians), Hero, Human, Foreign

Character Abilities

- Companion (Venetian Noble)
- Expert Offence (2)

Command Ability: Gréve Vrat All friendly characters with the Foreign keyword gain First Strike (1) until the end of the round.

Je Ne Comprends Pas

This character may only use command points on characters with the Foreign keyword, or on Command Abilities