

# Justice



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	5	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword of Balance	1"	-	+2	-6	Two-handed

## Keywords

*Faction (Gifted), Hero, Unique*

## Character Abilities

- Ethereal
- Expert Offence (2)
- First Strike (1)
- Mindless

## 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.