

Madame



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	3	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Garter Pistol	6"	+1	-	-1	Black Powder, Reload (1)
Stiletto	0"	-	-	-1	

Keywords

Faction (The Guild), Leader, Human

Character Abilities

- Concealment (+1)
- Parry (2)
- Slippery (3)

Command Ability: *Don't Let Them Take You!*

All friendly characters within 6" gain Parry (2) until the end of the round.

Command Ability: *Strike When They're Vulnerable*

All friendly Harlots gain Penetration -2 on their weapons until the end of the round.