

Capodecina



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	5	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Twin Blades	0"	-	+1	-	-

Keywords

Faction (The Guild), Leader, Human

Character Abilities

- Acrobatic (2)
- Expert Offence (2)
- Infiltration
- Pickpocket

Command Ability: Thieves Guild

Training

All friendly characters within 6" gain the Slippery (3) special rule until the end of the round.