

Soldier of the Guard



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Infantry Sabre	0"	-	+1	-	-
OR					
Bardiche	2"	-	+1	-	Two-handed

Keywords

*Faction (Patricians), Henchman,
Human, Soldier*

Character Abilities

- Companion (Captain of the Guard, Commander of the Guard)
- Engage (1)
- Expert Protection (1)