

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)

Sun

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	5	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Blinding Flash	6"	+1	-	-2	Stun

Keywords

*Faction (Patricians), Hero, Human,
Unique*

Character Abilities

- Acrobatic (3)
- Companion (Moon)
- Expert Marksman (3)
- Mindless

Syphilitic Noble



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	5	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rapier	0"	-	+1	-	-

Keywords

Faction (*Patricians*), Hero, Human

Character Abilities

- Berserk
- Brawler (1)
- Fear (0)

Fallen From Grace

This character may only use Command Points on a character with the Henchman keyword.

Venetian Noble



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	5	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Cup Rapier Rifled Duelling Pistol	0" 8"	- -	- +1	-1 -1	Black Powder, Reload (1)

Keywords

Faction (*Patricians*), Leader, Human

Character Abilities

- Brawler (1)
- Engage (1)
- Expert Offence (2)
- Parry (2)

Command Ability: *Human Shield*

Until the end of the round, this character gains Expert Protection (x), with the (x) equal to the number of friendly characters with the Henchman keyword within 1".

Venetian Spy



2

Actions

12

Life

3

Will

30

Size

15

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Long Rifle	12"	-1	+1	-2	Black Powder, Reload (1), Two-handed

Keywords

Faction (*Patricians*), Hero, Human,
Foreign

Character Abilities

- Concealment (+1)
- Expert Marksman (2)
- Infiltration

Fencing Master



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	5	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Balanced Rapier	0"	-	+1	-2	-

Keywords

Faction (Patricians), Hero, Human

Character Abilities

- Engage (3)
- Expert Offence (2)
- Parry (2)

Command Ability: Strike True

All friendly characters within 6" gain Penetration -2 on their weapons until the end of the round.

Foreign Noble



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	5	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sabre	0"	-1	-	-	-

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.

Guard Commander



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	6	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

Keywords

Faction (Patricians), Leader, Human, Soldier

Character Abilities

- Brave
- Expert Protection (2)
- Engage (2)

Command Ability: Aim Fire!

All friendly characters with the Soldier keyword within 3" immediately make a Reload action for 0AP (following the normal rules).

Household Staff



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Cast Iron Utensil	0"	-	-	-	Stun
OR					
Inferior Pistol	6"	+1	-	-	Black Powder, Reload (1)

Keywords

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

Character Abilities

- Bodyguard (*Venetian Noble*)
- Companion (*Venetian Noble*)

Marksman of the Guard

2
Actions12
Life1
Will30
Size14
Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	5	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Musket	10"	+1	+1	-1	Black Powder, Reload (1), Two-handed
Bayonet	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)

Merchant



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Inferior Pistol	6"	+1	-	-	Black Powder, Reload (1)

Keywords

Faction (Patricians), Henchman, Human

Character Abilities

- Expert Marksman (1)

Command Ability: There's Coin In It For You

All friendly characters with the Henchman keyword within 6" gain First Strike (1) until the end of the round.

Moon



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
7	5	4	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Shadow Touch	0"	-	-	-1	Stun

Keywords

Faction (Patricians), Hero, Human,
Unique, Discipline (Blood Rites,
Fateweaving)

Character Abilities

- Companion (Sun)
- Flight
- Mage (2)
- Mindless
- Universal Shielding (3)

Adventuring Noble



2

Actions

12

Life

5

Will

30

Size

15

Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	5	4	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

Keywords

Faction (*Patricians*), Hero, Human,
Discipline (*Blood Rites*, *Wild Magic*)

Character Abilities

- Acrobatic (1)
- Hunter
- Mage (1)

Barnabotti



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-
OR					
Pistol	8"	+1	-	-1	Black Powder, Reload (1)

Keywords

Faction (*Patricians*), Henchman,
Human

Character Abilities

- Companion (Venetian Noble)
- Expert Offence (1)
- First Strike (1)

Captain of the Guard



2

Actions

13

Life

3

Will

30

Size

15

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	6	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

Keywords

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

Character Abilities

- Bodyguard (Leader)
- Companion (Commander of the Guard)
- Expert Protection (1)
- Engage (2)

Command Ability: Take Aim!

All friendly characters with the soldier Keyword within 6" gain Expert Marksmen (1) and Expert Offence (1) until the end of the round.

Chain of Command

This character may only use Command Points on characters with the Henchman keyword, or on it's own Command Ability.

Cat Burglar



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	6	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	-	-1	-

Keywords

Faction (Patricians), Hero, Human

Character Abilities

- Acrobatic (2)
- Concealment (+2)
- Infiltration
- Pickpocket

Courtesan



2 Actions 10 Life 4 Will 30 Size 9 Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	2	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

Faction (*Patricians*), Henchman,
Human

Character Abilities

- Companion (Venetian Noble)
- Parry (1)

Paid Company

Any friendly character with the Leader or Hero keywords within 3" may use this character's Will Points as if they were their own.