

## COMPANION RAT

NAME \_\_\_\_\_



- ☒ Your rat companion shows the way. When you make a move to flee a danger aboard a ship or within a confined site, and let your rat take the lead, add +its health.
- ☐ When you make a move by setting loose the rat to cause a distraction or commotion among a crowd or in a public space, add +1 and take +1 momentum on a hit. On a strong hit with a match, it creates unexpected chaos; take +1 momentum more.
- ☐ You may Explore a Waypoint (even if not on an expedition) by sending the rat to search a promising confined area for something of interest or value. If you do, roll +its health. On a miss, its instincts have you forewarned; you may reroll one challenge die.

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**OUT OF ACTION**