



Any character with the *Faction (Patricians)* keyword may use this *Command Ability*:

Let the Masquerata Begin

 *PULSE Command Ability*

This character gains **1AP** for this turn.

If this character has the *Councillor* keyword, roll a dice. On a 7+ this Command Ability doesn't use a **Command Point**.



Guard Commander



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Gilded Sabre	0"	-1	+1	-1	-

Keywords

- *Faction (Patricians)*
- *Leader*
- *Officer*

Character Abilities

- **Brave**
- **Parry (2)**

Take Arms



Until the end of the round, all friendly characters with the *Soldier* keyword within 3" gain **+1 ATTACK**.

Aim Fire!



Any friendly characters with the *Soldier* keyword in line of sight increase any **Reload (X)** numbers by +1 until the end of the round.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rifled Duelling Pistol	12"	-	-	-1	Black Powder, Reload (2)
Twin Rifled Duelling Pistols	12"	-	+3	-1	Black Powder, Reload (1)

Keywords

- *Faction (Patricians)*
- *Leader*
- *Councillor*
- *Officer*

Character Abilities

- **Boat Crew**
- **Expert Marksman (2)**
- **Fast Swimmer (2)**

Diving Orders



Every friendly model in water in line of sight may make an immediate Dive action for OAP.

Raise a Crew

Every friendly character that starts their turn on the same **Boat** as this character gains **Boat Crew** until the end of the round.

Twin Pistols

This character's weapons share the **Reload** ability - you may make 2 Combat actions with the Rifled Duelling Pistol or 1 with Twin Rifled Duelling Pistols in one round.

Unwieldy

This character may only make Combat actions with the Twin Rifled Duelling Pistols as the **first** action of their turn (including using it for Attacks of Opportunity).



Venetian Noble



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rifled Duelling Pistol	12"	-	-	-2	Black Powder, Reload (2)
Cup Rapier	0"	-	+1	-1	-

Keywords

- *Faction (Patricians)*
- *Leader*
- *Councillor*

Character Abilities

- **Engage**
- **Expert Offence (2)**

The Monster Behind the Mask



This character gains +1 to its **MOVEMENT**, **DEXTERITY**, and **ATTACK** until the end of the round. However, it reduces its **MIND** to 1.

Murderous Patron

Any other friendly character that kills an enemy character replenishes **1 Will Point** if both are in line of sight to the Venetian Noble.



Sopracomito



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	5	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Naval Cutlass	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Leader*
- *Hero*
- *Councillor*
- *Officer*

Character Abilities

- **Boat Crew**

Wages Are Here



Any friendly characters with the *Soldier* keyword that aren't in base contact with an enemy may immediately make a **Run/Climb** action for 0AP, but must move into base contact with this character.

This move does not cause Attacks of Opportunity. Any characters that move into base contact immediately replenish all of their **Will Points**.

Pay Out

Any friendly character within 6" may use this character's **Will Points** as if they were their own.

Second in Command

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword and no other Sopracomitos may be chosen. However, if there is another character with the *Leader* keyword, this character loses the *Leader* keyword.



Moon



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	3	2	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Shadow Touch	0"	-	-	+1	Stun

Keywords

- *Faction (Patricians)*
- *Hero*
- *Unique*
- *Discipline (Blood Rites, Fateweaving)*

Character Abilities

- **Companion (Sun)**
- **Flight**
- **Mage (2)**
- **Mindless**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	5	2	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Blinding Flash	6"	+1	-	-2	Knockback, Reload (2)

Keywords

- *Faction (Patricians)*
- *Hero*
- *Unique*

Character Abilities

- **Acrobatic (3)**
- **Companion (Moon)**
- **Expert Marksman (2)**
- **Mindless**



Adventuring Noble



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*
- *Discipline (Wild Magic)*

Character Abilities

- **Hunter**
- **Mage (2)**

Arcane Totem

This character knows every spell (including the Cantrip) from the **Wild Magic** Discipline.

Each spell costs **0 Will Points** to cast, but may only be attempted once per game.

In addition, if this character ever fails to cast a spell, another spell is also removed at random.



Captain of the Guard



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

Keywords

- *Faction (Patricians)*
- *Hero*
- *Officer*
- *Soldier*

Character Abilities

- **Bodyguard** (*Officer*)
- **Companion** (*Officer*)

Take Aim!



Until the end of the round, all friendly characters with the *Soldier* keyword within 6" gain **Expert Marksman (1)** and **Expert Offence (1)**.

Chain of Command

This character may only use the **ORDER** or **COUNTER** Commands on characters with the *Soldier* keyword.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	+1	+1	-

Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*

Character Abilities

- **Aerial Attack**
- **Concealment (+2)**
- **Infiltration**
- **Pickpocket**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	3	3

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

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

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



Strike True - 1AP

Pick one friendly character in line of sight within 6".

The next Combat action they make this round while in base contact with the target ignores all Protection Rolls - even **Universal Shielding!**



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sabre	0"	-1	-	-	-

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

- **Companion (Councillor)**
- **Expert Offence (2)**

Business or Pleasure?

Any friendly character with the *Councillor* keyword with **0 Command Points** remaining replenishes **1 Command Point** if they start their turn within 6" and line of sight of this character.



Gourmand Noble



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Carving Knife	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

- Engage
- Fear (-2)
- Mindless
- Vampiric Attack (2)

Flesheater

This character does not gain the benefit of its **Fear (X)** rule when making a **Combat** action against an enemy character with the *Monster*, *Vampire*, or *Construct* keyword.



Naval Lieutenant



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Nock Gun	12"	-	+3	-1	Black Powder, Reload (1)

Keywords

- *Faction (Patricians)*
- *Hero*
- *Officer*
- *Soldier*

Character Abilities

- **Boat Crew**
- **Fast Swimmer (2)**

We Trained For This



All friendly characters within 6" increase their **Fast Swimmer (X)** value by 2 until the end of the round. Any characters without **Fast Swimmer** are unaffected.

Chain of Command

This character may only use the **ORDER** or **COUNTER** Commands on characters with the *Soldier* keyword.

Unwieldy

This character may only make Combat actions with the Nock Gun as the **first** action of their turn (including using it for Attacks of Opportunity).



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Solid Shot	12"	-	+2	-2	Black Powder, Knockback, Reload (1)
Cannon Barrel	0"	+1	-	-	Stun

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

- **Brawler (2)**

Point Blank Detonation

If the Solid Shot weapon is used on a target within 3", this character loses an equal number of Life Points to the target.

Unwieldy

This character may only make Combat actions with the Solid Shot as the **first** action of their turn (including using it for Attacks of Opportunity).



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	4

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

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

- **Bodyguard (Leader)**
- **Brawler (1)**
- **Expert Offence (2)**
- **Universal Shielding (3)**

Barbary Discipline



Until the end of the round, all friendly characters within 6" gain **+2 MOVEMENT** if their **Run/Climb** action is used to charge.



Seven Years Veteran

2

Actions

13

Life

4

Will

30

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Service Pistol	8"	-	-	-2	Black Powder, Reload (2)
Infantry Sabre	0"	-	+1	-	-

Keywords

- *Faction (Patricians)*
- *Hero*
- *Soldier*

Character Abilities

- **Brave**
- **Expert Offence (1)**
- **Expert Marksman (1)**

Inspiring

Whenever any other friendly character with the *Soldier* keyword in line of sight within 6" uses a **Will Point** to increase a roll, it instead counts as **2 Will Points**.

Note that this does not include this character - he does not inspire himself!



Submissive Noble



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Cat O'Nine Tails	0"	-	-	-	-

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

- **Frenzied**
- **Expert Offence (2)**

Domination



Every friendly character in base contact makes an immediate **Move action** for **0AP**.

This action cannot be used to move into base contact with an enemy character. In addition, this character gains **+2 Attack** until the end of the round.

Barbed

When making a **Combat** action with **Cat O'Nine Tails**, if the target has **3 or less Protection** (after any modifiers), the attack gains **+2 Damage**.



Syphilitic Noble



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rapier	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Hero*
- *Councillor*

Character Abilities

- **Berserk**
- **Engage**
- **Frenzied**
- **Mindless**



2

Actions

15

Life

1

Will

40

Size

16

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spiked Warhammer (thrust)	1"	-1	-	-2	-
Spiked Warhammer (swing)	0"	+1	+1	-	Stun

Keywords

- *Faction (Patricians)*
- *Hero*
- *Soldier*

Character Abilities

- **Companion (Officer)**
- **Expert Protection (3)**



Venetian Spy



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Long Rifle	30"	-	+1	-1	Black Powder, Knockback, Reload (1), Two-handed

Keywords

- *Faction (Patricians)*
- *Hero*

Character Abilities

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

Unwieldy

This character may only make Combat actions with the Long Rifle as the **first** action of their turn (including using it for Attacks of Opportunity).



Wayfinder



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- *Faction (Patricians)*
- *Hero*

Nautical Bearings

Any friendly character that makes a Combat action within 3" with a weapon that has a range of 6" or higher increases their range by 6".

Maps and Charts

Whenever this character uses a **Plan** command, draw **2 extra Agendas**, take a look, and discard 2 of your choice.



Barnabotti



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Companion (Councillor)**
- **First Strike (1)**

Inferiority Complex

This character cannot use the **ORDER** or **COUNTER** Commands.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Bodyguard (Councillor)**
- **Expert Marksman (2)**



Cannibal Cultist

2

Actions

11

Life

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Mindless**
- **Frenzied**
- **Vampiric Attack (1)**

The Hunger

If this character starts its turn within 4" of one or more enemy characters, it must attempt to move into base contact with one of them.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rapier	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Companion (Leader)**
- **First Strike (1)**
- **Acrobatic (1)**



City Guard

2

Actions

12

Life

1

Will

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

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

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

Character Abilities

- *Companion (Officer)*



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Musket	24"	+1	+1	-1	Black Powder, Reload (1), Two-handed
Bayonet	1"	-	-	-	-

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

Character Abilities

- *Companion (Officer)*



Guard Sentry



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Boot Knife	0"	-	-	-	-

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

Character Abilities

- **Acrobatic (2)**

Lookout

Once per round, this character may use a single **ORDER** or **COUNTER** Command for **0 Command Points** if at least 3" above the target character.

However, those Commands may still only be done once per round as usual.



Household Staff

2

Actions

10

Life

1

Will

30

Size

9

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Cast Iron Utensil	0"	-	-	-	Stun

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- *Companion (Councillor)*



Merchant

2

Actions

11

Life

2

Will

3

Command

30

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)

Keywords

- *Faction (Patricians)*
- *Henchman*

There's Coin in it for You

 **PULSE** Command Ability

One friendly character with the *Henchman* keyword in line of sight within 6" gains **First Strike (2)** until the end of the round.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fishing Spear	2"	-	+1	-	Aquatic, Two-handed

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

Character Abilities

- **Companion (Officer)**
- **Hunter**
- **Fast Swimmer (2)**



Naval Recruit



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Naval Cutlass	0"	-	-	-1	-

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Soldier*

Character Abilities

- **Fast Swimmer (2)**



Noble Seafarer



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Coach Gun	12"	+1	+2	-	Black Powder, Reload (1), Two-handed
Dive Knife	0"	-	-	-	Aquatic

Keywords

- *Faction (Patricians)*
- *Henchman*
- *Councillor*

Character Abilities

- **Boat Crew**
- **Fast Swimmer (2)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Bow	12"	-	-	-	Reload (3), Two-handed

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Boat Crew**
- **Fast Swimmer (1)**
- **Universal Shielding (3)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	3	2

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

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Boat Crew**
- **Parry (1)**
- **Fast Swimmer (1)**
- **Universal Shielding (3)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Knife	0"	-	-	-	-

Keywords

- *Faction (Patricians)*
- *Henchman*

Character Abilities

- **Boat Crew**

Grappling Hook

This character never takes damage from Falling.