



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

### Nexus Link Reconfiguration



Pick 2 friendly characters within 6" (including the character using the Command Ability).

One character loses all of their **Will Points**. For every **Will Point** lost, the other character replenishes **2 Will Points**.



## Doctor of the Mind

### Keywords

- Faction (*The Doctors*)
- Leader
- Doctor
- Discipline (*Blood Rites*, *Runes of Sovereignty*)

### Character Abilities

- Fear (-2)
- Mage (3)
- Parry (3)

Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
3	4	3	4	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

### Mind Gazing

#### *AURA Command Ability*

Until the end of the round, any friendly characters within 6" gain Fear (-2), or increase their Fear number to (-2).

### Aetheric Control

This character replenishes all of its **Command Points** at the start of each of its turns.



3 Actions	11 Life	4 Command	30 Size	23 Ducats
Movement	Dexterity	Attack	Protection	Mind
4	4	4	4	5
Weapon	Range	Evasion	Damage	Penetration
Surgical Tools	0"	-	-	-1
Abilities				
				-

## Keywords

- Faction (*The Doctors*)
- Leader
- Doctor
- Discipline (*Blood Rites, Divinity*)

## Character Abilities

- Expert Sorcerer (1)
- Frenzied
- Mage (2)
- Vampiric Attack (2)

### Unliving Curse

#### PULSE Command Ability

One friendly character within 1" gains **Vampiric Attack (2)** until the end of the game.

### Elixir of Death

Every friendly character who starts the game with **Will Points** loses all of their **Will Points** and gains **Frenzied**.

This change remains in play even if this character is killed.

Note that characters with the **Nexus** ability may still use their **Life Points** as **Will Points**, even for other characters!

In addition, change the **Nexus Link Reconfiguration** **Command Ability**: every time it mentions **Will Points**, change it to **Life Points**.



**Actions** 3    **Life** 22    **Will** 4    **Command** 3    **Size** 50    **Duels** 27

Movement	Dexterity	Attack	Protection	Mind
4	3	4	5	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Arming Blade	2"	-	+1	-	-
Soul Burner	0"	-	-	-3	Template, Reload (1)

## Keywords

- Faction (*The Doctors*)
- Leader
- Doctor

## Character Abilities

- Bulky
- Expert Offense (2)
- Expert Marksman (2)

### *Electrical Stimulation*

#### ◆ PULSE Command Ability

All friendly characters within 3" gain +1 ATTACK until the end of the round.

### **Full Plate**

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.

### Auxiliary Systems

At the start of this character's turn, it gains +2 to either its **MOVEMENT**, **DEXTERITY**, or **PROTECTION** until the end of the round.



## Master of Zoology

Actions	Life	Will	Command	Size	Ductats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Electrified Mace	0"	-	+1	-2	Stun

### Keywords

- Faction (*The Doctors*)
- Leader
- Doctor

### Character Abilities

- Expert Protection (2)
- Hunter

### Protective Field

#### AURA Command Ability

Until the end of the round, any friendly characters within 3" gain Universal Shielding (4).

### Beast Master

All friendly characters with the *Animal* keyword gain Companion (*Doctor*) while in line of sight of this character.

### Voltaic Shield

If an enemy character makes a Combat action against this character in base contact and they don't lose any **Life Points** from the attack, the enemy character loses **3 Life Points**.



## Plague Doctor

### Keywords

- Faction (*The Doctors*)
- Leader
- Doctor
- Discipline (*Fateweaving*, *Wild Magic*)

### Character Abilities

- Expert Sorcerer (1)
- Mage (2)

3	13	2	4	30	21
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	4	4	4
Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	-	-	-1	-

### Biological Studies

#### AURA Command Ability

Until the end of the round, any friendly characters within 3" gain **Penetration -2** on their weapons.

### Purifying Ungents

While within 6" of this character, friendly characters are immune to the **Stun** Ability. At the end of each friendly character's turn, remove any **Stun** counters from friendly characters within 6" of this character.

### Plague-infused Anatomy

The Plague Doctor has laced their test subjects with a virulent new plague, activated at a moment's notice! If an enemy character kills a friendly character in base contact while either are within 6" of this character, the enemy receives a **Stunned** counter.



Actions	2	Life	15	Will	1	Size	40	Duels	15		
Movement	4	Dexterity	4	Attack	5	Protection	3	Mind	1		
Weapon	Brutal Fists	Range	0"	Evasion	-	Damage	-	Penetration	-	Abilities	Stun

## Keywords

- *Faction (The Doctors)*
- *Hero*
- *Unique*

## Character Abilities

- Berserk
- Companion (*Doctor*)
- Mindless
- Primitive

### Locomotive Nexus Link

Whenever this character makes a **Combat** action, total up the amount of Damage caused (before Protection rolls).

That many characters within 6" with the **Nexus** ability replenish **1 Will Point**.

### Pain Suppression

Whenever this character takes Damage from a **Combat** action, reduce the amount of Damage caused by 1 (to a minimum of 1).



## The Unholy Union

### Keywords

- *Faction (The Doctors)*
- *Hero*
- *Unique*

### Character Abilities

- Bulky
- Expert Grappler (3)
- Fear (-3)
- Limited Movement
- Mindless
- Primitive

3  
Actions      40  
Life

75  
Size      45  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	4	6	1	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Endless Grasping Hands	0"	-1	-	+1	-

### Convulsing

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its turn.

### Flesh Golem

Every time this character kills a character, it replenishes a number of **Life Points** equal to that character's starting **Life Points**.



## Brined Horror

2  
Actions      25  
Life

50  
Size      19  
Duels

Movement	Dexterity	Attack	Protection	Mind	
3	3	6	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Appendages	0"	+1	+1	-	Aquatic

## Keywords

- Faction (*The Doctors*)
- Hero

## Character Abilities

- Bulky
- Fast Swimmer (3)
- Fear (-1)
- Mindless
- Water Creature



Doctor of Blood

## Keywords

- Faction (*The Doctors*)
- Hero
- Doctor
- Discipline (*Blood Rites*)

## Character Abilities

- Frenzied
- Mage (2)
- Vampiric Attack (2)

2 12  
Actions Life

30 16  
Size Duats

Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Knife	0"	-	-	-	-

## Sanguine Sorcery

This character's **Vampiric Attack** also activates when making a **Cast Spell** action.



2 15 2 2  
Actions Life Will Command  
40 18  
Size Duets

Movement	Dexterity	Attack	Protection	Mind
3	3	4	6	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Diving Trident	2"	-	+1	-	Aquatic, Two-handed
Underwater Limelight	0"	-	-	-	Harmless, Stun, Template

## Keywords

- Faction (*The Doctors*)
- Hero
- Doctor

## Character Abilities

- Water Creature
- Universal Shielding (2)
- Limited Movement

### Long Dive

#### 👑 Pulse Command Ability

All friendly characters with an Underwater Counter gain an additional Underwater Counter.

### Deep Dive

Whenever this character makes a Dive action, you may spend **1 Will Point**. If you do, you automatically score a **Critical** without rolling any dice.



## Doctor of Poisons

### Keywords

- Faction (*The Doctors*)
- Hero
- Doctor

### Character Abilities

- Expert Offence (2)
- Slippery

2	11	2	2	30	13
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Poisoned Blade	0"	-	+1	-	Poisoned

### Elixir

#### PULSE Command Ability

One friendly character within 3"  
gains either Acrobatic (3),  
Engage, or Slippery until the  
end of the game.



## Doctor of the Beasts

### Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

### Character Abilities

- Hunter

Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Shock Staff	2"	-	+1	-	Knockback, Stun, Two-handed

### Overcharged Discipline PULSE Command Ability

One friendly character with the *Animal* keyword within 6" gains **Berserk** until the end of the game.

### Beast Master

All friendly characters with the *Animal* keyword gain **Companion (Doctor)** while in line of sight of this character.



Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- Faction (*The Doctors*)
- Hero
- Doctor
- Discipline (*Blood Rites*, *Fateweaving*, *Wild Magic*)

## Character Abilities

- Expert Sorcerer (2)
- Mage (2)

### Void Walker

#### PULSE Command Ability

One friendly character within 3" gains **Ethereal** until the end of the game.

### Aetheric Gaze

This character may select its Magic Spells from up to **2 different Disciplines**.

It also gains Cantrips from both Disciplines chosen.



## Ethereal Assassin

### Keywords

- *Faction (The Doctors)*
- *Hero*

### Character Abilities

- Concealment (2)
- First Strike (2)

Actions	2	Life	11	Will	2	Size	30	Duels	13
Movement	5	Dexterity	4	Attack	3	Protection	2	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Poisoned Needle	0"	-	-	-1	Poisoned				

### Stride Through The Void - 1AP

This character gains **Ethereal** until the end of its turn.



## Ethereal Snatcher

Actions	2	Life	14	Will	2	Size	40	Duels	15
Movement	4	Dexterity	4	Attack	3	Protection	4	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Electro Gauntlet	0"	-	-	-2	Stun				

### Keywords

- Faction (*The Doctors*)
- Hero

### Character Abilities

- Engage
- Expert Grappler (2)

#### Stride Through The Void - 1AP

This character gains **Ethereal** until the end of its turn.

#### Drag Through The Void

Targets of this characters **Grapple** actions may be moved as if they had the **Ethereal** special rule.



## Alchemist Doctor

Actions	2	Life	11	Will	2	Size	30	Duels	13
Movement	5	Dexterity	5	Attack	3	Protection	3	Mind	2
<b>Abilities</b>									
Weapon	Range	Evasion	Damage	Penetration	-	Black Powder, Blast, Reload (1)			
Alchemical Bomb	6"	+1	+2	-	-	Reload (1), Poisoned			
Poison Bomb	6"	-	-	-	-				

## Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

## Character Abilities

- Brave

## Unstable

Any failed Combat actions with Alchemical Bombs and Poison Bombs always count as fumbles.



## Morgue Doctor

### Keywords

- Faction (*The Doctors*)
- Hero
- Doctor
- (*Divinity, Fateweaving*)

### Character Abilities

- Mage (2)

2	12	2	2	30	15
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Surgical Tools	0"	-	-	-1	-

### Power Over Death

#### PULSE Command Ability

This Command Ability is used out of sequence, when any other friendly character within 3" is killed.

Make a **Basic MIND Roll:**

<b>Success</b>	For each Ace rolled, the target character replenishes <b>2 Life Points</b> .
<b>Fail</b>	No effect.
<b>Critical</b>	For each Ace rolled, the target character replenishes <b>4 Life Points</b> .
<b>Tumble</b>	This character loses <b>half</b> its remaining <b>Life Points</b> (rounding up).



## Marine Biologist

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Tranquilliser Harpoon Gun	6"	+1	+1	-	Reload (1), Aquatic, Two-handed, Stun

## Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

## Character Abilities

- Water Creature
- Hunter



## Ordnance Doctor

### Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

### Character Abilities

- Expert Marksman (1)

Actions	2	Life	12	Will	2	Size	30	Duels	15
Movement	4	Dexterity	4	Attack	3	Protection	4	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Spirit Cannon	12"	+1	+2	-1	Reload (1), Two-handed				

### Soul Ammunition

When making a **Combat** action with the Spirit Cannon, this character may use **2 Will Points** to have it gain one of the following for that action:

- Increase Range from 12" to 18".
- Gain the **Blast** ability.
- Gain the **Knockback** ability.



Actions	2	Life	12	Will	3	Size	30	Duels	15		
Movement	5	Dexterity	5	Attack	4	Protection	2	Mind	1		
Weapon	Grasping Tentacles	Range	2"	Evasion	-1	Damage	-	Penetration	-	Abilities	-

## Keywords

- Faction (*The Doctors*)
- Hero

## Character Abilities

- Brawler (1)
- Expert Grappler (3)
- Mindless

## Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



## Voltage Bombardiers

### Keywords

- Faction (*The Doctors*)
- Hero

### Character Abilities

- Brawler (2)
- Limited Movement
- Mindless

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Soul Bombard	0"	-	+2	-3	Black Powder, Blast

### Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.

### Detonation

When placing the Blast template for Soul Bombard, it must be centred over this character (and is also hit).

### Explosive Mind

Whenever this character loses **Will Points** (through using them itself or being used as part of the Nexus special rule), after the action is resolved, it must immediately make an out of sequence Combat action using Soul Bombard. This is done only once per action. Combat actions caused by Explosive Mind cannot cause additional Combat actions.



Warden

Actions	2	Life	13	Will	1	Size	30	Duels	13
Movement	4	Dexterity	4	Attack	4	Protection	4	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Mace	0"	+1	+1	-	Knockback				

## Keywords

- *Faction (The Doctors)*
- *Hero*

## Character Abilities

- Bodyguard (*Doctor*)
- Expert Protection (2)



## Apprentice Doctor

### Keywords

- Faction (*The Doctors*)
- Henchman
- Doctor

### Character Abilities

- Companion (*Doctor*)

2	10	2			30	12
Actions	Life	Will			Size	Duels
MOVEMENT		DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Scalpel	0"	-	-	-1	-	

### Apprenticeship

When choosing this character, pick one character in your gang with both the *Doctor* and *Hero* keywords to be this character's mentor.

Choose one **Character Ability**, **unique skill**, or **weapon profile** that mentor has for this character to gain.

A character can only be a mentor to **one** Apprentice Doctor.

If choosing the **Mage** ability, the disciplines available are the same as the mentor.

If choosing a weapon with a relevant unique rule, that rule is taken as well (such as **Unstable** on Alchemical Bombs).



2  
Actions

13  
Life

50  
Size

13  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	3	4	4	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Venomous Spray	0"	+1	-	-2	Poisoned, Template

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Fear (-2)
- Limited Movement
- Mindless
- Primitive

### Poison Burst

When this character is killed, before removing it from the game, each character in base contact (friendly and enemy) loses **Life Points** as if they were damaged by an attack with the **Poisoned** rule.



Carrion

Actions	2	Life	8	Will	4	Size	30	Duels	10
Movement	6	Dexterity	5	Attack	3	Protection	2	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Implanted Tools	0"	-	-	-	-				-

## Keywords

- Faction (*The Doctors*)
- Henchman

## Character Abilities

- Infiltration
- Mindless
- Pickpocket

## Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



Crocodile

Actions	2	Life	13	Size	50	Duels	14
Movement	DEXTERITY	ATTACK	PROTECTION	MIND			
3	4	4	4	1			

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Enhanced Jaws	0"	-	-	-3	Aquatic

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Fast Swimmer (3)
- Limited Movement
- Mindless
- Primitive
- Water Creature



## Doctor of Venesection

2  
Actions      9  
Life

30  
Size      10  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	5	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

## Keywords

- Faction (*The Doctors*)
- Henchman

## Character Abilities

- Frenzied
- Limited Movement
- Primitive
- Vampiric Attack (1)



## Diving Assistant

### Keywords

- Faction (*The Doctors*)
- Henchman

### Character Abilities

- Bodyguard (Doctor)
- Universal Shielding (2)
- Water Creature

2	11	2	30	13	
Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
3	4	3	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Trident	2"	-	-	-1	Aquatic, Two-handed

### Deep Dive

Whenever this character makes a **Dive** action, you may spend **1 Will Point**. If you do, you automatically score a **Critical** without rolling any dice.



## Electron Cannoneer

2	11	2	30	12	
Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Electron Cannon	12"	-	+1	-1	Black Powder, Two-handed, Reload (1)

### Keywords

- Faction (*The Doctors*)
- Henchman

### Character Abilities

- Universal Shielding (2)

### Volatile Arc Power

After resolving a successful **Combat** action with an Electron Cannon, pick 1 other character within 3" of the target (friend or foe - including this character), they lose an equal amount of **Life Points** as the original target. If there are no other characters in range, this rule has no effect.

### Unstable

Any failed Combat actions with the Electron Cannon always count as fumbles.



2  
Actions

6  
Life

30  
Size

6  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	4	2	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- Faction (*The Doctors*)
- Henchman

## Character Abilities

- Mindless
- Frenzied

### Unstable Wretch

From the start of the second round onwards, at the end of this character's turn all characters (friendly and enemy, including this character) within 3" lose **1 Life Point**.

### Bereft of Will

Other characters within 3" cannot use **Will Points** (including **Frenzied** and **Will Points** of other characters, even if they are outside of 3"). When this character dies, all other characters within 3" lose **1 Will Point**.



Gorilla

Actions	2	Life	13	Size	40	Duels	13
Movement	DEXTERITY	ATTACK	PROTECTION	MIND			
4	4	3	3	1			

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Titanic Fists	0"	-	+1	-	-

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Bodyguard (*Doctor*)
- Flight
- Primitive



## Hippocampus

2  
Actions      14  
Life

50  
Size      19  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	3	4	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Hoof Stomp	0"	-1	+1	-	Stun

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Bulky
- Fast Swimmer (4)
- Limited Movement
- Mindless
- Primitive
- Water Creature



Hippogriff

2  
Actions

12  
Life

40  
Size

7  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
6	5	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Beak & Claws	0"	-1	-	-1	-

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Flight
- Infiltration
- Mindless



**2** Actions      **6** Life

**30** Size      **6** Dueats

Movement	Dexterity	Attack	Protection	Mind	
4	4	2	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- Faction (*The Doctors*)
- Henchman

## Character Abilities

- Frenzied
- Mindless

### Blood Nexus

Every time this character loses **Life Points** (including from the **Frenzied** rule), you may replenish that many **Will Points** from all characters within 6" with the **Nexus** ability.

### Death Throes Overload

When this character dies, every character with the *Doctor* keyword within 6" replenishes **2 Will Points**.



**Harvester**

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Expert Grappler (2)

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Meat Hook	0"	-	-	-1	-

## Shepherd

This character gains +2 ATTACK when making Grapple actions against characters with a larger base size.



Husk

Actions	Life	Size	Duels		
Movement	Dexterity	Attack	Protection	Mind	
4	2	3	0	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Expert Grappler (2)
- Mindless

## Corpse

If this character takes **4 or more Damage** in one action (before making a Protection roll), add **2 extra Damage** to the attack.



**Lab Assistant**

2 11 1  
Actions Life Will

30 10  
Size Duats

Movement	Dexterity	Attack	Protection	Mind
4	4	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Shock Prod	0"	-	-	-	Stun

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Companion (*Doctor*)
- Hunter



Lion

Actions	2	Life	12	Size	50	Duels	12
Movement	Dexterity	Attack	Protection	Mind			
5	5	4	2	1			
Weapon	Range	Evasion	Damage	Penetration	Abilities		
Ripping Teeth	0"	-	-	-1	-	-	

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Engage
- Expert Offence (3)
- Mindless
- Primitive



Actions	2	Life	8	Will	6	Size	30	Duels	5		
Movement	5	Dexterity	4	Attack	1	Protection	2	Mind	1		
Weapon	Unarmed	Range	0"	Evasion	-	Damage	-	Penetration	+1	Abilities	-

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Limited Movement
- Mindless

## Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



## Manticore

2  
Actions      10  
Life

30  
Size      9  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
6	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Quilled Spines	8"	+1	-	-1	-

### Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

### Character Abilities

- Expert Marksman (2)
- Primitive

### Spined Hide

At the end of this character's turn, all enemy characters in base contact lose **1 Life Point.**



Mermaid

Actions	2	Life	11	Size	30	Duels	13
Movement	DEXTERITY	ATTACK	PROTECTION	MIND			
3	5	3	1	1			

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hidden Claws	0"	-	-	-1	Aquatic

## Keywords

- Faction (*The Doctors*)
- Henchman
- Discipline (*Runes of Sovereignty*)

## Character Abilities

- Fast Swimmer (3)
- Mage (0)
- Water Creature



Monstrosity

2  
Actions

14  
Life

40  
Size

9  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	2	3	0	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rusty Blade	0"	-	+2	-	-

## Keywords

- Faction (*The Doctors*)
- Henchman

## Character Abilities

- Brawler (1)
- Mindless



2 10 1  
Actions Life Will

30 7  
Size Duats

Movement	Dexterity	Attack	Protection	Mind	
4	4	2	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rusty Knife	0"	-	-	-	-

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Frenzied
- Primitive

### Healer - 1AP

Pick a character within 3" and make a basic MIND roll. That character replenishes **2 Life Points** for each Ace rolled.



2  
Actions

20  
Life

50  
Size

15  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
5	3	3	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Horns	0"	0	+1	-	Knockback

## Keywords

- Faction (*The Doctors*)
- Henchman
- Animal

## Character Abilities

- Bulky
- First Strike (2)
- Limited Movement
- Mindless
- Primitive



**Shackled Feaster**

## Keywords

- *Faction (The Doctors)*
- *Henchman*

## Character Abilities

- Frenzied
- Mindless
- Vampiric Attack (2)

		Actions	Life			Size	Duels
Movement	Dexterity	Attack	Protection	Mind			
4	5	3	3	2			

  

Weapon	Range	Evasion	Damage	Penetration	Abilities
Tender Claws	0"	-	-	-	-

## Regenerating

This character's **Vampiric Attack** special rule can cause it to gain **Life Points** above its starting value. If they start their turn with 10 or more **Life Points**, they increase their **ATTACK** by 2 until the start of their next turn.