

Morgue Doctor



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Surgical Tools	0"	+1	-	-2	-

Keywords

Faction (The Doctors), Hero, Human, Doctor, Discipline (Divinity, Fateweaving)

Character Abilities

- Concealment (+1)
- Expert Sorcerer (1)
- Mage (2)

Command Ability: *Power Over*

Death

All friendly characters within 6" gain Universal Shielding (4) until the end of the round.