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move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
5	5	5	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Grasping Tentacles	3"	+1	+1	-	Stun

## Keywords

Faction (The Doctors), Hero, Human

## Character Abilities

- Acrobatic (2)
- Brawler (1)
- Companion (Doctor)
- Expert Offence (3)
- Mindless

## Nexus

Any character with the Doctor keyword within 3" may use this Characters Will Points as if they were their own. If this character starts its activation with 0 Will Points, it loses 1 Life Point.