











Size Ducats

move	DEXTERITY	ЯТТЯСК	PROTECTION	mind
6	5	2	3	1

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

## Keywords

Faction (The Doctors), Henchman, Human

## Character Abilities

- Acrobatic (3)
- Companion (Doctor)
- Infiltration
- Mindless
- Pickpocket

## 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.