

Doctor of the Mind



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	2	3	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	-	Aquatic

Keywords

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

Character Abilities

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

Command Ability: Mind Gazing

All friendly characters within 6" gain Fear (0) until the end of the round.