

The Being



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	5	6	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fists	0"	+1	+2	-	Aquatic

Keywords

*Faction (The Doctors), Hero, Monster,
Unique*

Character Abilities

- Berserk
- Companion (Morgue Doctor)
- Fear (0)
- Mindless
- Primitive

Unleashed Madman



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	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 Character's Will Points as if they were their own. If this character starts its activation with 0 Will Points, it loses 1 Life Point.

Warden



2
Actions 13
Life 2
Will

30
Size 15
Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	4	5	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Mace	0"	+1	+1	-	Stun

Keywords

Faction (*The Doctors*), Hero, Human

Character Abilities

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

Lion



Actions 2 Life 12 Will

Size 40 Dueats 15

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	4	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Ripping Teeth	0"	-	-	-1	-

Keywords

Faction (*The Doctors*), Henchman,
Animal

Character Abilities

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

Madman



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	2	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

Faction (*The Doctors*), Henchman, Human

Character Abilities

- Companion (Doctor)
- Concealment (+1)
- Mindless

Nexus

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

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.

Nurse



2

Actions

10

Life

4

Will

30

Size

10

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	3	2	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Rusty Knife	0"	-	-	-	-

Keywords

Faction (*The Doctors*), Henchman,
Human, Discipline (Divinity)

Character Abilities

- Companion (Doctor)
- Mage (0)

Alchemist Doctor



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Alchemical Bomb	6"	+1	+2	-	Black Powder, Blast, Reload (1), Stun
Poison Bomb	6"	+1	+1	-2	Black Powder, Blast, Reload (1)
Smoke Bomb	6"	+1	-	-	Blast, Harmless, Smoke

Keywords

Faction (*The Doctors*), Hero, Human, Doctor

Character Abilities

- Brave
- Concealment (-1)
- Expert Marksman (1)

Unstable

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

Carrion



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	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 Character's Will Points as if they were their own. If this character starts its activation with 0 Will Points, it loses 1 Life Point.

Crocodile



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	5	5	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 the Arsenal



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spirit Cannon (burst)	12"	+1	+2	-1	Two-handed, Blast, Reload (1)
Spirit Cannon (vent)	0"	-1	-	-5	Template, Reload (1)

Keywords

Faction (*The Doctors*), Hero, Human, Doctor

Character Abilities

- Concealment (+1)
- Expert Marksman (1)

Soul Ammunition

When making an attack with the Spirit Cannon, the character loses 1 Will Point. A character with 0 Will Points cannot make attack rolls with this weapon.

Unstable

Any failed Combat actions with either Spirit Cannon always count as fumbles.

Doctor of the Beasts



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Shock Staff	2"	-	+1	-	Stun, Two-handed

Keywords

Faction (*The Doctors*), Hero, Human, Doctor

Character Abilities

- Engage (2)
- Hunter
- Mage (1)

Command Ability: Overcharged Discipline

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

Beast Master

All friendly characters in Line of Sight with the Animal keyword gain Companion (Doctor of the Beasts) while in Line of Sight of this character.

Doctor of the Mind



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.

Gorilla



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
6	4	4	4	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Titanic Fists	0"	-	+1	-	Aquatic

Keywords

Faction (*The Doctors*), Henchman,
Animal

Character Abilities

- Bodyguard (Doctor)
- Flight
- Mindless
- Primitive

Lab Assistant



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	2

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

Keywords

Faction (*The Doctors*), Henchman,
Human

Character Abilities

- Companion (Doctor)
- Hunter

Plague Doctor



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	4	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	+1	-	-1	-

Keywords

Faction (*The Doctors*), Leader, Human, Doctor, Discipline (*Blood Rites, Wild Magic*)

Command Ability: *Biological Studies*

All friendly characters within 3" gain Penetration -2 on their weapons until the end of the round.

Character Abilities

- Expert Sorcerer (1)
- Fear (0)
- Mage (2)
- Universal Shielding (1)

Rhino



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	3	4	6	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Horns	0"	+1	-	-	-

Keywords

Faction (*The Doctors*), Henchman,
Animal

Character Abilities

- Concealment (-1)
- First Strike (3)
- Limited Movement
- Mindless
- Primitive