











Size Du

move	DEXTERITY	ЯТТЯСК	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)

Character Abilities

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

Command Ability: *Biological Studies* All friendly characters within 3" gain Penetration -2 on their weapons until the end of the round.