

JANE DOE

- COST

5
DF

6
SP

5
WP

2
SZ



Totem, Unique, Living • Elite

Inhuman Reflexes: After this model discards a friendly upgrade, it heals 2.

Oblique Reflections: When this model gains a token, an ally within 6" may gain a friendly copy of that token.

¶ Terrifying: Enemy attack actions that target this model suffer a - to their duel.

JANE DOE

Attack Actions Rg Skl Rst TN Dmg

Agony	6"	6	Sp	-	2
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• **Under the Mask:** Attach a Mimicry upgrade to this model.

• **Forgetful:** Target discards a random card.

Tactical Actions Rg Skl Rst TN Dmg

Forced Shift	6"	0	-	5	-
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Another ally only. Once per activation. Attach a Mimicry upgrade to the target.

• **Mend:** Target heals 2.

Identity Theft	-	0	-	6	-
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Make a Scheme marker in base contact with this model, then place this model in base contact with a friendly Lucius Mattheson, *Dishonorable*. Place the friendly Lucius Mattheson, *Dishonorable* model in base contact with the made marker.

Tap the Leyline	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.