



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 //1" 6  **Sp** - 2

 **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 -

Another ally only. Once per activation. Attach a Mimicry upgrade to the target.

 **Mend:** Target heals 2.

 **Identity Theft** - 0 - 6 -

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** - - - - -

Once per turn. Draw two cards and then discard one card.