



ABILITIES

Young - May not *Dual Wield Guns*. Unless KO'd, may Heal 1 Wound **or** 1 Sanity Damage at the start of each turn.

Quick - Always Activates before Enemies at Initiative level and automatically passes all Escape tests.

On a Mission - Starts with an *Orphan Mission* (draw 2 choose 1)

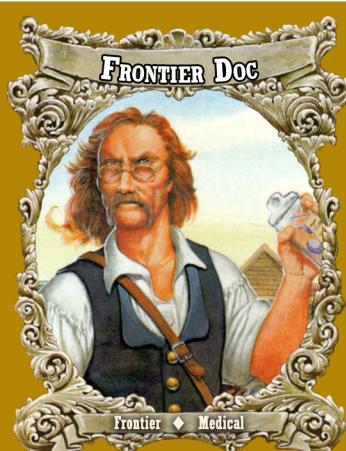
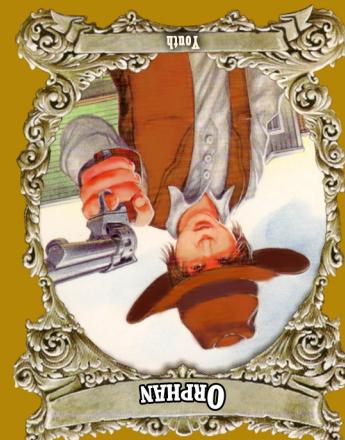
STARTING ITEMS: ♦ Pistol

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Medical Training - When using a Bandage Token to Heal yourself or another Hero, add +3 to the roll (or +5, if you are Hero Level 5 or higher).

Field Surgery - Once per Adventure or Town Stay, use 1 Grit to choose an Injury or Mutation on another Hero and roll a D6. On the roll of 5+, that Injury/Mutation is Healed. On the roll of 1, the Hero loses 1 Health Permanently. May not be used during a Fight.

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