



Any character with the *Faction (The Doctors)* keyword may use this *Command Ability*:

Nexus Link Reconfiguration

PULSE Command Ability

Pick 2 friendly characters within 6" (including the character using the Command Ability).

One character loses all of their **Will Points**. For every **Will Point** lost, the other character replenishes **2 Will Points**.



Doctor of the Mind

3

Actions

12

Life

2

Will

2

Command

30

Size

22

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	3	4	6

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

Keywords

- *Faction (The Doctors)*
- *Leader*
- *Doctor*
- *Discipline (Blood Rites, Runes of Sovereignty)*

Character Abilities

- **Fear (-2)**
- **Mage (3)**
- **Parry (3)**

Mind Gazing

 **AURA Command Ability**

Until the end of the round, any friendly characters within 6" gain **Fear (-2)**, or increase their **Fear** number to (-2).

Aetheric Control

This character replenishes all of its **Command Points** at the start of each character turn.



Master of
Necromantic Studies



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Surgical Tools	0"	-	-	-1	-

Keywords

- *Faction (The Doctors)*
- *Leader*
- *Doctor*
- *Discipline (Blood Rites, Divinity)*

Character Abilities

- **Expert Sorcerer (1)**
- **Frenzied**
- **Mage (2)**
- **Vampiric Attack (2)**

Unliving Curse



One friendly character within 1" gains **Vampiric Attack (2)** until the end of the game.

Elixir of Death

Every friendly character who starts the game with **Will Points** loses all of their **Will Points** and gains **Frenzied**.

This change remains in play even if this character is killed.

Note that characters with the **Nexus** ability may still use their **Life Points** as **Will Points**, even for other characters!

In addition, change the **Nexus Link Reconfiguration Command Ability**: every time it mentions **Will Points**, change it to **Life Points**.



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	5	6	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Arming Blade	2"	-	+2	-	-
Soul Burner	0"	-	-	-5	Template, Reload (1)

Keywords

- Faction (*The Doctors*)
- Leader
- Doctor

Character Abilities

- Brawler (2)
- Universal Shielding (3)

Electrical Stimulation



All friendly characters within 3" gain **+1 ATTACK** until the end of the round.

Full Plate

If this character ever enters water, it receives a **Stunned** counter which is only removed if it ends its turn out of water.



Master of Zoology



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Electrified Mace	0"	-	+1	-2	Stun

Keywords

- *Faction (The Doctors)*
- *Leader*
- *Doctor*

Character Abilities

- **Expert Protection (2)**
- **Hunter**

Protective Field



Until the end of the round, any friendly characters within 3" gain **Universal Shielding (4)**.

Beast Master

All friendly characters with the *Animal* keyword gain **Companion (Doctor)** while in line of sight of this character.

Voltaic Shield

If an enemy character makes a Combat action against this character in base contact and they don't lose any **Life Points** from the attack, the enemy character loses **3 Life Points**.



Plague Doctor



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	-	-	-1	-

Keywords

- *Faction (The Doctors)*
- *Leader*
- *Doctor*
- *Discipline (Fateweaving, Wild Magic)*

Character Abilities

- **Expert Sorcerer (1)**
- **Mage (2)**

Biological Studies



Until the end of the round, any friendly characters within 3" gain **Penetration -2** on their weapons.

Purifying Ungents

Every friendly character within 6" is immune to the **Stun** ability, and immediately removes any **Stunned** counters.

Plague-infused Anatomy

The Plague Doctor has laced their test subjects with a virulent new plague, activated at a moment's notice! If an enemy character kills a friendly character in base contact while either are within 6" of this character, the enemy receives a **Stunned** counter.



The Being



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Brutal Fists	0"	-	-	-	-

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Unique*

Character Abilities

- **Berserk**
- **Companion (Doctor)**
- **Mindless**
- **Primitive**

Locomotive Nexus Link

Whenever this character makes a **Combat** action, total up the amount of Damage caused (before Protection rolls).

That many characters within 6" with the **Nexus** ability replenish **1 Will Point**.



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	6	1	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Endless Grasping Hands	0"	-1	-	+1	-

The Unholy Union

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Unique*

Character Abilities

- **Bulky**
- **Expert Grappler (3)**
- **Fear (-3)**
- **Limited Movement**
- **Mindless**
- **Primitive**

Convulsing

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its turn.

Flesh Golem

Every time this character kills a character, it replenishes a number of **Life Points** equal to that character's starting **Life Points**.



Actions



Life



Will



Size



Ducats

MOVEMENT	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)
Poison Bomb	6"	-	-	-	Reload (1), Poisoned

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

Character Abilities

- **Brave**

Unstable

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



2

Actions

25

Life

50

Size

19

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	3	6	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Apendages	0"	+1	+1	-	Aquatic

Brined Horror

Keywords

- *Faction (The Doctors)*
- *Hero*

Character Abilities

- Bulky
- Fast Swimmer (3)
- Fear (-1)
- Mindless
- Water Creature

Corpse

If this character takes **4 or more Damage** in one action (before making a Protection roll), add **2 extra Damage** to the attack.



2

Actions

12

Life

30

Size

16

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Knife	0"	-	-	-	-

Doctor of Blood

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*
- *Discipline (Blood Rites)*

Character Abilities

- **Frenzied**
- **Mage (2)**
- **Vampiric Attack (2)**

Sanguine Sorcery

This character's **Vampiric Attack** also activates when making a **Cast Spell** action.



Doctor of Poisons



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Poisoned Blade	0"	-	+1	-	Poisoned

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

Character Abilities

- **Expert Offence (2)**
- **Slippery**

Elixir



One friendly character within 3" gains either **Acrobatic (3)**, **Engage**, or **Slippery** until the end of the game.



Doctor of the Beasts



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Shock Staff	2"	-	+1	-	Knockback, Stun, Two-handed

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

Character Abilities

- *Hunter*

Overcharged Discipline



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

Beast Master

All friendly characters with the *Animal* keyword gain **Companion (Doctor)** while in line of sight of this character.



Doctor of the Firmament

2

Actions

10

Life

2

Will

2

Command

30

Size

16

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	4	5

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

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*
- *Discipline (Blood Rites, Fateweaving, Wild Magic)*

Character Abilities

- **Expert Sorcerer (2)**
- **Mage (2)**

Void Walker

 **PULSE** Command Ability

One friendly character within 3" gains **Ethereal** until the end of the game.

Aetheric Gaze

This character may select its Magic Spells from up to **2 different Disciplines**.

It also gains Cantrips from both Disciplines chosen.



Morgue Doctor



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Surgical Tools	0"	-	-	-1	-

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*
- *(Divinity, Fateweaving)*

Character Abilities

- **Mage (2)**

Power Over Death



This Command Ability is used out of sequence, when any other friendly character within 3" is killed.

Make a **Basic MIND Roll**:

Success	For each Ace rolled, the target character replenishes 2 Life Points .
Fail	No effect.
Critical	For each Ace rolled, the target character replenishes 4 Life Points .
Fumble	This character loses half its remaining Life Points (rounding up).



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spirit Cannon	18"	+1	+2	-1	Blast, Reload (1), Two-handed

Keywords

- *Faction (The Doctors)*
- *Hero*
- *Doctor*

Character Abilities

- **Expert Marksman (1)**

Soul Ammunition

This character can choose to use **2 Will Points** at any time to increase the **Reload (x)** value on their Spirit Cannon until the end of the round. This may be done multiple times in a round.



Unleashed Madman

2

Actions

12

Life

3

Will

30

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Grasping Tentacles	2"	-1	-	-	-

Keywords

- *Faction (The Doctors)*
- *Hero*

Character Abilities

- **Brawler (1)**
- **Expert Grappler (3)**
- **Mindless**

Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



Voltage Bombardiers

2

Actions

10

Life

4

Will

40

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Soul Bombard	0"	-	+1	-3	Black Powder, Blast

Keywords

- *Faction (The Doctors)*
- *Hero*

Character Abilities

- **Brawler (2)**
- **Mindless**

Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.

Detonation

When placing the Blast template for Soul Bombard, it must be centred over this character (and is also hit).

Explosive Mind

Whenever this character loses **Will Points** (through using them itself or being used as part of the Nexus special rule), after the action is resolved, it must immediately make an out of sequence Combat action using Soul Bombard. This is done only once per action.



2

Actions

13

Life

1

Will

30

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Mace	0"	+1	+1	-	Knockback

Warden

Keywords

- *Faction (The Doctors)*
- *Hero*

Character Abilities

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



Apprentice Doctor

2

Actions

10

Life

2

Will

30

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	-	-	-1	-

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Doctor*

Character Abilities

- **Companion (Doctor)**

Apprenticeship

When choosing this character, pick one character in your gang with both the *Doctor* and *Hero* keywords to be this character's mentor.

Choose one **Character Ability**, **unique skill**, or **weapon profile** that mentor has for this character to gain.

A character can only be a mentor to **one** Apprentice Doctor.

If choosing the **Mage** ability, the disciplines available are the same as the mentor.

If choosing a weapon with a relevant unique rule, that rule is taken as well (such as **Unstable** on Alchemical Bombs).



2

Actions

17

Life

50

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Venomous Bite	0"	+1	-	-2	Poisoned

Basilisk

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- **Bulky**
- **Fear (2)**
- **Limited Movement**
- **Mindless**
- **Primitive**

Poison Burst

When this character is killed, before removing it from the game, make an attack with **Venomous Bite** against one enemy character in base contact.



Carrion

2

Actions

8

Life

4

Will

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Implanted Tools	0"	-	-	-	-

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Infiltration**
- **Mindless**
- **Pickpocket**

Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



Crocodile

2

Actions

13

Life

50

Size

14

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	4	4	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**



2

Actions

9

Life

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Frenzied**
- **Limited Movement**
- **Primitive**
- **Vampiric Attack (1)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Electron Cannon	12"	-	+1	-1	Black Powder, Two-handed, Reload (2)

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Universal Shielding (2)**

Volatile Arc Power

After resolving a successful **Combat** action with an Electron Cannon, pick 1 other character within 3" of the target (friend or foe - including this character), they lose an equal amount of **Life Points** as the original target. If there are no other characters in range, this rule has no effect.

Unstable

Any failed Combat actions with the Electron Cannon always count as fumbles.



2

Actions

13

Life

40

Size

13

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Titanic Fists	0"	-	+1	-	-

Gorilla

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- **Bodyguard (Doctor)**
- **Flight**
- **Primitive**



2

Actions

20

Life

50

Size

19

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Hoof Stomp	0"	-1	+1	-	Stun

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- **Bulky**
- **Fast Swimmer (4)**
- **Limited Movement**
- **Mindless**
- **Primitive**
- **Water Creature**

Aqua Charger

If this character exits water and charges in the same action, **Hoof Stomp** gains **Knockback** for its Attack of Opportunity.



2

Actions

12

Life

40

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	2	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Beak & Claws	0"	-1	-	-1	-

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- **Flight**
- **Infiltration**
- **Mindless**
- **Primitive**



Hollowman

2

Actions

6

Life

30

Size

6

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	2	1

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

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Frenzied**
- **Mindless**

Blood Nexus

Every time this character loses **Life Points** (including from the **Frenzied** rule), you may replenish that many **Will Points** from all characters within 6" with the **Nexus** ability.

Death Throes Overload

When this character dies, every character with the *Doctor* keyword within 6" replenishes **2 Will Points**.



Husk

2

Actions

8

Life

30

Size

4

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	2	3	0	1

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

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Expert Grappler (2)**
- **Mindless**

Corpse

If this character takes **4 or more Damage** in one action (before making a Protection roll), add **2 extra Damage** to the attack.



2

Actions

11

Life

1

Will

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	2

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

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- *Companion (Doctor)*
- *Hunter*



2

Actions

12

Life

50

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	2	1

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

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	1	2	1

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

Madman

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- Limited Movement
- Mindless

Nexus

Any character with the *Doctor* keyword within 6" and line of sight may use this character's **Will Points** as if they were their own.



2

Actions

10

Life

30

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
6	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Quilled Spines	4"	+1	-	-1	-

Manticore

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- Expert Marksman (2)
- Mindless
- Primitive

Spined Hide

When an enemy character in base contact would cause this character to lose **at least 1 Life Point**, that character loses a single **Life Point**.



Monstrosity

2

Actions

14

Life

40

Size

10

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	2	3	0	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rusty Blade	0"	-	+1	-	-

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Brawler (2)**
- **Mindless**

Corpse

If this character takes **4 or more Damage** in one action (before making a Protection roll), add **2 extra Damage** to the attack.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Rusty Knife	0"	-	-	-	-

Nurse

Keywords

- *Faction (The Doctors)*
- *Henchman*

Character Abilities

- **Frenzied**
- **Primitive**

Healer - 1AP

Pick a character within 3". That character replenishes **3 Life Points**.



2

Actions

20

Life

50

Size

15

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	3	3	5	1

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

Rhino

Keywords

- *Faction (The Doctors)*
- *Henchman*
- *Animal*

Character Abilities

- **Bulky**
- **First Strike (2)**
- **Limited Movement**
- **Mindless**
- **Primitive**