

## Alchemist Doctor



Actions



Life



Will



Size



Ducats



MOVE	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), Stun
Poison Bomb	6"	+1	+1	-2	Black Powder, Blast, Reload (1)
Smoke Bomb	6"	+1	-	-	Blast, Harmless, Smoke

### Keywords

*Faction (The Doctors), Hero, Human, Doctor*

### Character Abilities

- Brave
- Concealment (-1)
- Expert Marksman (1)

### Unstable

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