

## Doctor of the Arsenal



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spirit Cannon (burst)	12"	+1	+2	-1	Two-handed, Blast, Reload (1)
Spirit Cannon (vent)	0"	-1	-	-5	Template, Reload (1)

### Keywords

Faction (The Doctors), Hero, Human, Doctor

### Character Abilities

- Concealment (+1)
- Expert Marksman (1)

### Soul Ammunition

When making an attack with the Spirit Cannon, the character loses 1 Will Point. A character with 0 Will Points cannot make attack rolls with this weapon.

### Unstable

Any failed Combat actions with either Spirit Cannon always count as fumbles.