



EDA-VS - ALCHEMIST 01

With the introduction of new biology and minerals, so too comes the introduction of new sciences... and their dubious applications in experimental weapons. The Alchemist emblemizes this foolhardy spirit.

Associations: Starting Gear, EDA, Common

STAT FOCUS

COM/DUR

TEAM FOCUS

DPS

Crowd Control

COMPLEXITY

★★★★

H

MEDICAL BEAK

COST

1000 c

FOCUS

COM/DUR

Armor

[Stat Boost] - +1 COM

[Stat Boost] - +1 DUR

[Stat Boost] - +3 Max Shields

The pursuit of science and medicine requires vast knowledge, a strong will, and a hard head. So too does the Alchemist MEC. The severs housed within this cap are as advanced as they are sturdy.

C

ALCHEMIST CORE

COST

1000 c

FOCUS

COM

SYN

[Stat Boost] - +1 ATU

[Stat Boost] - +1 Soak

[Passive] - +1 Vial Per Action Taken

(Requires Vial Bandolier)

In the old-world, Alchemists were tinkers, scientists, recluses, and mystics all rolled together. The Alchemist series continues this heritage with experimental weapons and explosive chemical processing.

M

HAZARDOUS BOOSTER

COST

1000 c

FOCUS

Speed

ATU/DUR

[Stat Boost] - +2 Speed

[Stratagem] - Trail Blazer

[Stratagem] - Caustic Venting

Fueled by highly toxic ammonia gas, these boosters are extremely efficient... if dubiously reliable. They require frequent venting and constant maintenance.

O

VIAL BANDOLIER

COST

1000 c

FOCUS

SYN

[Action] - +2 Vials

[Passive] - Holds 4 Vials

Vials: Can be used as SYN, however you cannot intake SYN as a Vial.

Betyl may not be the Philosopher's Stone, but it comes close. Its intense energy output is only matched by its transformative reactions to outside chemicals.

A

GRENADE LAUNCHER

COST

1000 c

FOCUS

ATU/DUR

[Basic ATK] - ATU/DUR - Range 5

[Stratagem] - Heavy Ordinance x2

Annunaki Tech can't quite compete with the old-world classics. The MEC variant of the Grenade Launcher propels heavy ordinances at speeds of up to 660 mph. The Alchemist series improves on this design by adding volatile cytotoxins to the initial blast.

A

WRIST FLAMERS

COST

1000 c

FOCUS

ATU

[Basic ATK] - ATU w/(B) DMG - Range 2

[Stratagem] - Faith in Fire x2

[Stratagem] - The Inferno

Equipped with ample napalm and charged with copious amounts of pure oxygen, the wrist flamers are a deadly, if messy, weapon suitable for nearly any fight.

ALCHEMIST STRATAGEMS

B TRAIL BLAZER

ROLL: COM/DUR RANGE: SIDE

Each Hit = DMG
Triple = Cause [Burning]

Gain a free Shift Action

>>> [INTERVENTION] <<<

A TEAR GAS BOMB

ROLL: COM/DUR RANGE: ALL-SIDE

Total Hits / 2 = DMG
Cause [Blinded]

RECHARGE: 4 USES:

A CAUSTIC VENTING

ROLL: COM/DUR RANGE: SIDE

Each Hit = DMG
Double = Cause [Corroding]

>>> [GAMBIT] <<<

A CRITICAL BUILDUP

ROLL: N/A RANGE: N/A

IF: You took a Shift Action during this Phase
Deal +3 DMG
Each Double = +2 DMG

RECHARGE: 5 USES:

N HEAVY ORDINANCE

ROLL: COM/DUR RANGE: 6

Each Hit = DMG
Triple = Cause [Stuck]

>>> [GAMBIT] <<<

N SPLASH DAMAGE

ROLL: N/A RANGE: N/A

IF: There are Units beside your Target
Each Takes 4 DMG

RECHARGE: 4 USES:

B FAITH IN FIRE

ROLL: COM/DUR RANGE: 3 LINE

Each Hit = DMG
Triple = Cause [Burning]

>>> [GAMBIT] <<<

W ENHANCE

ROLL: N/A RANGE: N/A

IF: You Sacrifice Vials
Each Vial = +1 DMG
Each Vial = +1 Range

RECHARGE: 4 USES:

B THE INFERNO

ROLL: COM/DUR RANGE: 5-3x3AoE

Each Hit = DMG
Cause [Burning]

>>> [GAMBIT] <<<

B PURIFYING BLAZE

ROLL: N/A RANGE: N/A

IF: You Sacrifice Vials
Each Vial = +2 DMG

RECHARGE: 7 USES: