

ALCHEMIST (v0.7)

Alchemists train for decades to search out the secrets of the Cosmos, attempting to achieve perfection which, for metals is gold, using the Philosopher's Stone, and for man, longevity, then immortality and, finally, redemption from the Elixir of Life.

Every alchemist labored in training under another alchemist for years as an apprentice, and can trace their lineage of teachers back to one of the four Great Alchemists: Raimundus Lull, Zadith ibn Yazid, Galen Arfa Ras, or Brother Elias Aricenna.

The four schools had widely differing approaches, and as years have gone by there have been many schisms even inside the schools themselves. Now, anytime two alchemists are in the same room, there's a nearly guaranteed heated debate, but you can be sure that later, they'll both be up half the night testing each other's theories.

OVERVIEW

Play style: The alchemist is designed to be very much a team player. The majority of the alchemist's formulae either hinder the enemy or help their allies, with only a few left over to do direct damage. The school you choose will affect the playstyle as well, granting secondary abilities to you or your allies. Pay careful attention to the formulae you choose. *(You probably don't want to pick a lot of Daily formulae all at once. Start off with mostly At-will formulae and maybe a couple Encounter formulae.)*

Ability scores: Alchemists need Intelligence to come up with their formulae, but they aren't protected by magical wards, or divine providence, so they need Dexterity as well to stay alive.

Alchemists gain a +2 class bonus to Intelligence or Dexterity, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Alchemical prodigy, self-taught savant, natural philosopher, royal magister, spiritual leader, mystic librarian.

FORMULAE

Alchemists usually need years of study to discover a new formula, but that would mean a lot of sitting around for the rest of the party, so feel free to have your alchemist come up with them in other ways, stealing, accidental discovery, anything, as long as you can work it into the plot. Formulae get better as you level up, so there's no need to upgrade them.

GEAR

At 1st level, alchemists usually have a dagger or shortsword and possibly a crossbow. They're comfortable in any type of armour, but they generally don't use shields as they need a hand free to toss their vials about.

Alchemists who have been thrifty with their expenses start with 25 gp. Alchemists who are experimenting with a new formula, or trying to make money selling a natural remedy start with 1d6 x 10 gp.

Alchemist Armor and AC

Type	Base AC	Attack Penalty
None	10	–
Light	11	–
Heavy	13	–
Shield	+1	-2

WEAPONS

Alchemists are comfortable with any light blades, and ranged weapons that don't take a lot of technique to fire straight. Daggers, shortswords, hatchets, crossbows, or guns are all good. They usually stay away from the large stuff as they need to be very mobile.

Alchemist Melee Weapons

One-Handed	Two-Handed
Small 1d4 dagger	1d6 (-2 atk) staff*
Light or Simple 1d6 shortsword	1d8 (-2 atk) spear*
Heavy or Martial 1d8 (-2 atk) longsword	1d10 (-4 atk) greatsword

Alchemist Ranged Weapons

Thrown	Crossbow	Bow
Small 1d4 dagger	1d4 hand crossbow	
Light or Simple 1d6 javelin	1d6 light crossbow*	
Heavy or Martial –	1d8 (-2 atk) heavy crossbow*	1d8 (-4 atk) longbow*

* An alchemist needs at least one free hand to use his formulae, so if you take a penalty for using a two-handed weapon, the penalty applies to your spells also.

BASIC ATTACKS

MELEE ATTACK

At Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON +Level vs. AC

Miss: Level

RANGED ATTACK

At Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON +Level vs. AC

Miss: Level

ALCHEMIST STATS

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Intelligence (different from racial bonus)
Initiative	Dex mod + Level
Armour Class (heavy armour)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Dex/Con + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per level

ALCHEMIST LEVEL PROGRESSION

Alchemist Level	Total Hit Points	Total Feats	Formulae	Talents	Level-up Ability Bonuses
Level 1	(6 + CON mod) x 3	1 adventurer	4	3	
Level 2	(6 + CON mod) x 4	2 adventurer	5		
Level 3	(6 + CON mod) x 5	3 adventurer	6		
Level 4	(6 + CON mod) x 6	4 adventurer	7		+1 to 3 abilities
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	8	4	
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	9		
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	10		+1 to 3 abilities
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	11	5	
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	12		
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	13		+1 to 3 abilities

CLASS FEATURES

Alchemists have three class features: Elemental Damage, Schooling, and Path to Perfection.

ALCHEMICAL DAMAGE

Through your research, you've managed to come up with an elemental oil with which you line your blade or arrows. Choose an element listed below. Once per battle (recharge 6+) as a quick action, you may coat your weapon with the oil. If you do, your next basic attack deals one extra damage die and the damage for the attack is of your chosen type, and gains the effect listed below.

In addition, some Formulae reference alchemical damage. For these Formulae, after each long rest, choose a damage type listed below. You may select a different damage type for each formula. You may also select any alchemical damage formulae multiple times, with a different element each time.

Each alchemical element has a positive and negative effect. Enemies are affected by the negative effect, allies are affected by the positive effect.

- **Air (Lightning) (1):** On a natural 16+ that hits, make an additional attack against an enemy that is near the primary target. / Target deals an extra 1d12 with their next attack that deals damage. This increases to 2d12 at Champion-tier and 3d12 at Epic tier.
- **Earth (Thunder) (2):** Target is Hampered (normal save ends). / Target may immediately move to any location that it would be possible to get to using a move action, popping free from any attackers if necessary.
- **Fire (Fire) (3):** Target takes ongoing damage equal to your level + Intelligence modifier (normal save ends). / Target makes an immediate save against a condition that affects him.
- **Water (Cold) (4):** Target gets -2 penalty to disengage checks, cannot disengage without a roll (normal save ends). / Target gains temporary HP equal to your level + your Intelligence modifier.

Adventurer Feat: Choose two energy types. Gain a +2 to attacks that deal the chosen damage types.

Champion Feat: Choose one type of alchemical damage. It requires an additional save to end.

Epic Feat: Gain resist 12+ to damage types chosen with the Adventurer feat.

SCHOOLING

Every alchemist was taught by someone, either personally, or via proxy, through books. The direction their training took influences the way they prepare their formulae. Choose one of the following Schools:

Raimundus: Raimundus Llull spent his life in quiet solitude, practicing his arts. His only time away from his studies came when he ventured out into his small village, administering the results of his efforts to the sick.

Effect: Each time a formula gives an enemy a Condition, you may heal a nearby ally an amount equal to twice your level. If multiple enemies are given conditions with the same formula, you may heal multiple allies, but each ally may only be healed once.

Adventurer Feat: You may heal yourself in place of an ally.

ibn Yazid: Zadh ibn Yazid was known as the Desert Wind. He believed that his studies had entitled him to help others, whether they wanted it or not, and he carved out a vast empire that lasted only a few years before his throat was slit in his sleep.

Effect: Each time a formula gives an enemy a Condition, you may deal damage to that target equal to twice your level.

Adventurer Feat: You may deal damage to nearby enemies instead. Each enemy may only be affected once.

Arfa Ras: Arfa Ras was a schemer, pure and simple, and no one ever found the complete notes of all her workings, but what was found after her death was used successfully by assassins for generations afterward.

Effect: Once per encounter, when an enemy deals damage to an ally, you may use a formula as a free action against that enemy.

Adventurer Feat: You may now use the free action when an ally is attacked, instead of damaged.

Aricenna: Claiming to be descended from the emperor himself, Aricenna served as Mayor of his small town for most of his adult life. He was hard on anyone who threatened the well-being of his town, while defending the weak and unfortunate.

Effect: Once per encounter when an ally hits an enemy, you may use a Healing Formula on that ally. If you do, deal damage to the enemy hit by the ally equal to half the healing done.

Adventurer Feat: You may now use the free action when an ally is attacked, instead of hit.

PATH TO PERFECTION

Alchemy has its roots in a search for perfection, both physically and spiritually. Gain +2 to MD and PD, and choose one of the following:

- Nearby allies gain +2 on all saves.
- You can use your formulae while engaged with enemies without taking opportunity attacks.
- You gain +2 to disengage checks.

Adventurer Feat: *Once per encounter, you may take a condition from an ally. The ally is no longer affected by the condition, but you are.*

Adventurer Feat: *Add your Constitution modifier to your miss damage.*

Adventurer Feat: *Once per battle can disengage as a free action, without needing a roll.*

Champion Feat: *You gain a +2 to saves.*

Epic Feat: *Once per encounter, you may ignore a condition that is the result of an attack by taking damage equal to the total attack roll.*

CLASS TALENTS

ARIES

Some formulae are explosive. Any formulae that deal damage also pop enemies free from being engaged with your allies.

Champion Feat: *You may choose which enemies are popped free.*

TAURUS

Your healing formulae also add +2 PD to your target until the end of the encounter. This does not stack.

Epic Feat: *All nearby allies gain +2 PD when you use a healing formula.*

GEMINI

Your single target formulae hit another valid target near your original target on a 16+.

Epic Feat: *Your single target formulae hit another valid target your original target on a 12+ instead.*

CANCER

You have practiced at spreading your attacks. Add +1 to the number of enemies hit when using a Formula that can attack more than one enemy.

Adventurer Feat: *Add +2 instead.*

Champion Feat: *Once per day, roll 2d20 on an AoE attack, and take the higher roll.*

Epic Feat: *You now hit the maximum number of possible targets with each attack (as long as they're in a group).*

LEO

You're a quick hand with a vial toss. Whenever one of your allies would take a condition, you may take it instead.

Adventurer Feat: *You gain +2 vs. conditions you willingly take.*

VIRGO

Your healing formulae are a bit splashy. Heal yourself equal to your level whenever you use one.

Adventurer Feat: *You heal level + Intelligence modifier instead.*

LIBRA

If an enemy is affected by a condition that is the result of one of your formulae, you may end a condition for yourself, or give an ally a free save. You also end the condition on the enemy, or give them a free save, whichever you chose for your ally.

SCORPIO

Choose one non-damage condition that one of your chosen formulae can give to a target. That condition requires a hard save to end.

Champion Feat: *Choose one additional condition.*

SAGITTARIUS

If you do not take a move action, add +1 to your attack. This improves to +2 at 5th level and +3 at 8th level.

Champion Feat: *You also gain the bonus to AC.*

Epic Feat: *You also gain the bonus to MD and PD.*

CAPRICORN

Your formulae are slightly unstable. On a miss with a non-damaging formula, deal damage equal to your level to one target.

Champion Feat: *Deal damage to all targets of the formulae.*

Epic Feat: *Deal damage to all nearby enemies in that group, regardless of whether they were targets of the formulae.*

AQUARIUS

Your formulae are slightly unstable. On a miss with a non-healing formula, heal an ally for an amount equal to your level.

Adventurer feat: *You heal level + Intelligence modifier instead.*

PISCES

You always have a few extra chemicals laying around, and add them to your formulae, making them unpredictable. Each time you use a non-damaging, non-healing formula, roll a d6. The enemy is healed for that much, you take that much damage, and the save needed to end the condition you inflict is increased by that much, to a maximum of 18.

Champion Feat: Choose one each time, either healing the enemy or damaging yourself. The other doesn't happen.

WOUNDING FORMULAE

ARABIAN FIRE

Ranged Attack

Recharge 12+ after battle - Alchemical

Target: 1d3 nearby enemies in a group.

Attack: INT + Level vs. AC

Hit: 1d6 + Intelligence damage and the targets are Weakened (normal save ends).

3rd level 1d8 damage

5th level 2d8 damage

7th level 3d8 damage

9th level 5d8 damage

Miss: Half damage.

Adventurer Feat: On a miss, if you were attacking more than one enemy, deal normal damage to one enemy.

BREATH OF DEATH

Ranged attack

Daily - Alchemical

Target: 1d6 nearby enemies

Attack: INT + Level vs. AC

Hit: 1d10 damage per level.

Miss: 2 damage per level, alchemical damage effects are still triggered, easy save ends.

Adventurer Feat: On a miss, if you were attacking more than one enemy, deal normal damage to one enemy.

Champion Feat: On a miss, instead of dealing damage, you may choose to not expend the use of Breath of Death.

Adventurer Feat: On a miss, if you were attacking more than one enemy, deal normal damage to one enemy, and Breath of Death is not expended.

THUNDERBOLT

Ranged Attack

At Will - Alchemical

Target: One nearby enemy.

Attack: INT + Level vs. AC

Hit: 1d6 + Intelligence damage per level, and if the natural attack roll is 16+, the save for the alchemical effect becomes hard.

Miss: Damage equal to level.

VIPERSKIN

Recharge 16+ after battle - Alchemical

Target: Self or one nearby ally.

Effect: When target is hit by an attack with a natural odd roll, deal 1d6 + Intelligence modifier + level damage.

HEALING FORMULAE

ESSENCE OF GRACE

Encounter - Alchemical

Target: One nearby ally.

Effect: Target may spend a recovery. If he has not been affected by Essence of Grace this encounter, he gains a positive alchemical effect.

Adventurer Feat: You may spend the recovery instead of the ally.

SPLASH OF LIFE

Daily

Target: You and all nearby allies.

Effect: All targets may spend a recovery, and gain bonus healing equal to the Alchemist's Intelligence modifier + Level.

NEW-WIND

Recharge 12+

Target: One nearby ally.

Effect: Target may spend a recovery, and gains extra healing equal to the Alchemist's level + Intelligence modifier.

5th level Intelligence modifier x2

8th level Intelligence modifier x3

Adventurer Feat: You may spend the recovery instead of the ally.

REJUVENATING SPIRITS

Recharge 16+ after battle

Target: One nearby ally.

Effect: Target may spend a recovery, and also heals damage equal to twice its level each round until the end of the encounter.

***Champion Feat:** Until the end of the encounter, the target may spend recoveries as a quick action. If the target could already do so, they may instead spend recoveries as a free action.*

NEGATIVE FORMULAE

EYEBURN

Encounter

Target: Up to 3 nearby enemies in a group.

Attack: INT + Level vs. PD

Hit: Targets are blinded until the end of your next turn. (They treat all targets as if they were invisible.)

***Champion Feat:** Targets are blinded, normal save ends.*

FLEADUST

Ranged attack - Alchemical

Recharge 12+ after Encounter

Target: 1d4 nearby enemies in a group.

Attack: INT + Level vs. PD

Hit: Targets are confused (normal save ends).

***Epic Feat:** Targets get penalty to AC equal to your level (normal save ends).*

NOXIOUS AROMA

Ranged Attack

Encounter

Target: 1d4 nearby enemies in a group.

Attack: INT + Level vs. PD

Hit: Targets are Weakened.

***Adventurer Feat:** If you roll 1 for the number of targets, keep the one, and roll again. Add both rolls together for the total number of enemies affected.*

STONE-TAR

Encounter

Target: 1d4 nearby enemies in a group.

Attack: INT + Level vs. PD

Hit: Targets are Stuck.

***Adventurer Feat:** If you roll 1 or 2 for the number of targets, a Hard save is required to end the effect.*

SUNBURST

Daily

Target: 1d4 nearby enemies in a group.

Attack: INT + Level vs. PD

Hit: Targets are blinded (they treat all targets as if they were invisible) and Stunned.

***Adventurer Feat:** On a miss, targets are dazed for one round.*

POSITIVE FORMULAE

BLACK CLOUD

Daily - Alchemical

Target: You and all nearby allies AND all enemies engaged with allies targeted by this formula.

Attack: INT + Level vs. PD vs. the highest PD of any targeted enemy.

Hit: Allies gain invisibility until they attack, and get the positive effect of the chosen element. Enemies are blinded, treating all targets as if they were invisible (normal save ends), and get the negative effect of the chosen element.

Miss: Allies gain invisibility until they attack.

FIREWALL

Recharge 12+ after battle

Target: All nearby allies

Effect: Gain resist 12+ vs. elemental damage.

***Adventurer Feat:** Choose a second non-elemental damage type. You may choose which damage type to apply resistance to when activating the formula.*

***Epic Feat:** Resistance increases to 16+.*

GREATPOWER

Daily - Alchemical

Target: You or one nearby ally.

Effect: Ally immediately regains the use of a Recharge of Encounter power or spell.

***Champion Feat:** Ally regains the use of two powers or spells.*

***Epic Feat:** Ally can regain the use of a Daily spell as well.*

QUICKMOVE

Recharge 16+ after Encounter

Target: One nearby ally.

Effect: Target can move before and after an attack, and gains +4 bonus to disengage checks until the end of the encounter.

TRANSMUTING FORMULAE

DEADLY EDGE

Recharge 16+ after Encounter - Alchemical

Target: A weapon belonging to a nearby ally.

Effect: Add damage equal to level to any successful attacks made with this weapon, and apply the positive effect for the element chosen.

HARDARMOUR

Encounter

Target: One nearby ally

Effect: Ally gains a +1 bonus to AC. This increases to +2 at Champion tier and +4 at Epic tier.

IRONARM

Recharge 16+ after Encounter - Alchemical

Target: A melee weapon belonging to you or a nearby ally.

Effect: Gain a bonus equal to the Alchemist's Intelligence modifier to all attacks made with this weapon, and any physical attacks made with this weapon apply the negative effect of the chosen element.

STRONGEDGE

Daily

Target: You or one nearby ally.

Effect: Until the end of the encounter, saves enemies make against the target's attacks are increased by +2. (Easy +8, Normal +13, Hard +18) This does not stack with any other modifiers which increase save difficulty.

TRANSFORMATION

Daily

Target: One weapon or armour that you or an ally owns.

Effect: When you choose this formula, choose one effect for a melee weapon, one effect for a ranged weapon, one effect for armour, and one effect for spell casting implements. The item chosen is temporarily a magic item, and gains the basic bonus that a magic item gains, plus the chosen bonus. This DOES count toward your normal limit of magic items.

Quirk: *Take on a characteristic of the alchemist temporarily.*

Champion Feat: *Choose ONE additional bonus, either melee, ranged, or armour.*

Epic Feat: *Choose a bonus for each of the two categories you didn't choose with the Champion feat.*

TRUEFLIGHT

Recharge 16+ after Encounter

Target: A ranged weapon belonging to you or a nearby ally.

Effect: Gain a bonus equal to the Alchemist's Intelligence modifier to all attacks made with this weapon, and any physical attacks made with this weapon apply the negative effect of the chosen element.

TRUESIGHT

Daily

Target: One nearby ally

Effect: Target ignores miss chance for the rest of the encounter. (Powers that specify that something is not targetable are not overridden by this.)