

Alchemist

1 Point

Distill Life: spell, recharge 2; Create three Health Potions which you may distribute freely to nearby party members, or critical success, create four. Consuming a potion is an Instant Automatic action that restores three hits. A character can only hold one Health Potion at a time.

Dream Wine: spell, recharge 2; In combat, the crit range for your next attack is increased by 2. Outside of combat, invoke prophetic visions.

Cast Mold: Forge a fake duplicate of an item with plaster or iron. Even fake keys open doors, though.

Alchemist Fire: spell, ranged, recharge 1; Alchemist Fire can catch onto anything, even water, and produces virulent smoke. Deals damage and gives +1 against that target for the next turn.

Lightning Grease: passive; When you successfully roll to stand up from helplessness, you may take an additional standard action.

2 Points

Revolving Drum: passive; When you critically hit, your next Alchemist or Alchemist Multiclass spell is Instant.

Hop-Scotch: spell, recharge 2; A bouncy brew. Jump on top of an enemy, dealing damage, and lower one remaining recharge by 1.

Acid Spray: spell, recharge 4; Deal damage to all enemies. You may use this spell while it is still recharging. If you do, decrease the damage dealt by remaining recharge to a minimum of one, and the recharge resets. For example, recharge 2 and a roll of 9 would equal 2 damage ($4 - 2 = 2$). *This ability starts on recharge.*

Phlogisticated Body: automatic spell, recharge 3; Explode with fire, dephlogisticating. Creatures that attacked you last turn take a single point of damage, and you cannot be counterattacked next turn as you cool off.

3 Points

Spellbound Alchemizing: spell, Automatic; Create a potion bound with any one point spell from any class. You may have up to three potions at a time. Casting the spell consumes the potion.

Great Banquet: Automatic, once a day; In about ten minutes you can whip up a heavenly meal - what's the difference between cooking and chemistry anyway? Anyone that partakes from it gains one temporary skill point and one bonus wound which last until the end of the day. The consumption effect is doubled for the meal's creator.

Multiclasses

Witch (Mage)

A common misconception is that there are only female witches. Not that many stumble upon their secret covens and live to communicate this fact.

Spell Spill: spell, recharge 2; Afflict all enemies with all of your Elementalist effects.

Cauldron Call: spell; Conjure your cauldron to cook a Helpless enemy, killing it on success. If the enemy was afflicted by an Elementalist effect, the cauldron damages an additional enemy with magic of that elemental type.

Toxicologist (Rogue)

Every toxicologist believes the only good fight is a short fight.

Sudden Death Poison: passive; Your basic and Dual Wielding attacks apply Sudden Death Poison. A thrice-afflicted enemy instantly dies. Very powerful enemies may require more poison.

Chameleon Smoke: spell; You enter Stealth, causing your next attack to critically hit and preventing enemies from attacking you until you end Stealth or attack.

Farmer (Shaman)

The most successful farmers bring in the largest sows and apples. Their rituals and fertilizer recipes have been passed down for generations and are closely-guarded secrets.

Controlled Evolution: passive; When you have an active Animal Mastery minion, it gains two racials of your choice.

Wax/Wane: You know the secrets of growing the biggest vegetables in town. Grow or shrink a incapacitated, willing, or inanimate organic target with a potion with effectiveness based on roll. Feed a town with a pocket potato or slip through the bars of a prison. Hits and wounds are not changed by this effect.

Guardian (Knight)

Guardians are highly sought after masters of manipulating their own bodies to protect allies.

Reflex Brew: passive, requires Shield; When you critically succeed with any roll in combat, you may negate counterattack damage to an ally the next turn.

Liquid Link: Automatic; You and a nearby friendly creature imbibe a potion. As an Instant action, you may switch places. If you switch places in combat, reverse the counterattack damage you would've taken for this turn (you take theirs, they take yours). You may have only one Link partner at a time. Lasts one day or until dismissed.

Peace Walker (Monk)

Peace Walkers travel the world using their knowledge to calm the raging storms inside hearts.

Anoint: spell, recharge 2; Neutralize an enemy with harmonious herbs and elixirs, causing them to depart in peace unless attacked. On crit, the target becomes friendly as a temporary minion until the end of battle. Very strong enemies may resist your harmonious ways.

Sleeping Brewer: passive; You're so experienced, you could mix in your sleep! You can cast Distill Life, Spellbound Alchemizing, or drink a health potion while helpless.

Poet (Bard)

In the original sense, 'poetry' was synonymous with 'ironic punishment'.

Love Poison: spell, recharge 1 after effect ends; Infatuates the target, making it more willing to help you if out of combat, or forcing it to deal any counterattack damage to other party members (unless no valid alternatives remain) in combat. Lasts three turns.

Canned Laughter: spell; The target becomes prone to comical pratfalls, amusing voice cracks, poorly timed flatulence, Freudian slips and other authority-undermining silliness that severely hinders its credibility and the concentration of those around the target.

Inventor (Smith)

Those who knew their way around chemicals as well as metals were in short supply, but always at the forefront of breakthroughs.

Flux Accelerator: passive; You may use skills that are on recharge. If you do so, you lose Wounds equal to the remaining recharge, and then the recharge resets.

Snapshot: recharge 3; By utilizing silver halides, alkalines, and thiosulfate salts, you can create and operate a device that captures light in such a way as to preserve it on paper as an image, quality based on roll. In combat, the flash can be used to render an enemy helpless.

Visionary (Tracker)

Tribals revere medicine men and great hunters equally. It takes a Visionary to master both.

Future Draught: passive; When you make a basic attack, you may declare the target after seeing the roll result.

Whirlwind Brew: passive, requires Great Weapon; You may attack the same target multiple times, but your critfail range is increased by 1 for each extra attack on the target. This is considered a Cleave attack rather than a basic attack.

Hero (Paladin)

The few alchemists that learn the power of their art and then choose to take vows to never use the most terrible tools in their arsenal are revered as Heroes among the peasantfolk.

Vigor Brew: passive; Your Fervor does not cause you to become Helpless.

Mirror Elixir: spell, recharge 2 after effect ends; When you drink this draft, your coat is covered with a reflective sheen. The next spell that would hit you is instead reflected upon a target of your choice as a non-action.

Pyromancer (Cleric)

Among fanatical alchemists, obsession with flame evolved into a faith all its own, often blending with other existing belief systems into something far more dangerous.

Great Combustion: spell, recharge 1; Create an explosion at your finger (or hoof) tip. Roll with a -2 penalty. On critical failure, causes massive damage to the target instead of rendering you helpless. On crit, heals you for one hit or wound in addition to damage.

Vigil: passive; In the presence of fires larger than a torch (e.g.: a campfire, forest fire, fireplace), your Heal spell loses the "recharge 1" tag.

Embalmer (Necromancer)

The Embalmer has found better uses for formaldehyde and cinnabar than simple toxins.

Preservation: passive; A well-preserved corpse can stand up when knocked down -- or at least, a well preserved zombie. Your undead minions have +1 wound.

Necrotic Poison: spell, recharge 2: Burn two wounds off an enemy, or restore two hits to a friendly undead minion.