

## Alchemist 3.0 v1.2

Men/Agi

1pt

### **Distill Life**

Men

spell, recharge 2;

*The saying goes 'Life is hard'. This is incorrect. Solids are hard. Life is a liquid.*

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**

Men

spell, recharge 2;

*Brewed from a mix of alcohol and mind-altering chemicals, it is said to make you feel four-dimensional*

In combat, the crit range for your next attack is increased by 2.

Outside of combat, invoke prophetic visions.

### **Field Kit**

Men

*A good field kit contains tools for all sorts of work, including the kind those tools weren't meant for*

Forge a fake duplicate of an item with plaster or iron, melt items and incriminating bodies to nothing with

powerful solvents, plate items with a thin layer of metal to make them seem dangerous or valuable, and so forth.

### **Alchemist Fire**

Agi

spell, ranged, recharge 2;

*Alchemist Fire can catch onto anything, even water, and produces virulent smoke.*

Deals damage and lowers target's Skill Tier by 1 for a turn. If this renders the target Helpless, it needs two successful rolls to stand back up.

### **Lightning Grease**

passive;

*Revitalizing and energizing, grease up once and you're good to go forever. Long term side effects may apply. Consult product description before use.*

When you successfully roll to stand up from helplessness, you may take an additional standard action.

2pts

### **Revolving Drum**

passive

*Good work is rarely done fast. When it is, well, make the most of it.*

When you critically hit, your next Alchemist or Alchemist Multiclass skill is Instant.

### **Hop-Scotch**

Men

spell, recharge 2;

*A bouncy brew that sends you flying like a cannonball. Or cannon-person-shaped-object.*

Jump on top of an enemy, dealing damage, and lower one remaining recharge by 1.

### **Acid Spray**

Agi

spell, recharge 4

*Not many good things come from a leaking acid sprayer. This is one of the few.*

Deal damage to all enemies. All actions against affected enemies crit on 1 less next turn.

Can also be used outside combat to reduce the Skill Tier needed to break objects by 2

### **Experimental Alchemy**

Passive

*You get a little extra creative with ingredients due to curiosity or sheer cheapness. Effects may vary. Wildly.*

Your Distill Life potions now also grant one of the following effects to whoever drinks it for 1 turn, chosen when the potions are made

+1 to Str, Phy, Agi or Men

-1 recharge to all skills

+2 to crit range

Your Spellbound Alchemizing potions can also contain non-spell Skills.

Your Cans of Whoopass last until the user goes Helpless

3pts

### **Spellbound Alchemizing**

spell, Automatic;

*Any fool can catch lightning in a bottle. A true master can catch everything else the guy throwing lightning at you resorts to as well.*

Create a special potion bound with any one skill point spell from any class. You may have up to three of these at a time. Casting the spell consumes the potion.

### **Can of Whoopass**

Recharge 5 when all potions have been used

*Crack open a cold one, then crack open some heads.*

Creates a sixpac of whoopass and passes one to everyone in the party

Consuming the can grants +1 Skill Point, +1 Wound and +1 Skill Tier until they fall below half Wounds (rounding down)

Consuming a potion is an Instant Automatic action. Allied characters can only have one Whoopass Potion at a time

## **Multiclass**

### **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**

Men

spell, recharge 2

Afflict all enemies with all of your Elementalist effects.

### **Arcane Amplifier**

Men

Spell, recharge 3 after effect ends

Drinks a potion that amplifies all Spells, increasing your Skill Tier and lowering your crit limit by 1 when using Spells. The effect lasts until you perform an action that isn't a spell.

### **Toxicologist (Rogue)**

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

### **Sudden Death Poison**

passive

Your basic attacks apply a dose Sudden Death Poison. When the amount of doses equals the target's Skill Tier, it instantly dies unless it has resistance to such poisons.

### **Necrotic Poison**

Men

Spell, recharge 3

Affected enemies lose 1 max Hit each time they stand up from Helplessness, to a minimum of 1

### **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;

All your minions gain two racials of your choice.

### **Wax/Wane**

Men

You know the secrets of growing the biggest vegetables in town. Grow or shrink an 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

When you critically succeed with any roll in combat, one ally does not take counter damage this turn. If no allies were hurt this turn, nothing special happens.

### **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.*

### **Unstable shake**

Agi

Spell, Recharge 3

Crits on 1 less for each time you have been helpless this fight

### **Sleeping Brewer**

passive

You're so experienced, you could mix in your sleep! You can cast Alchemist skills, 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.

### **Potion Injector**

Instant Automatic, recharge 4

If you know Distill Life, Hop Scotch, Dream Wine or Can of Whoopass, you can use any of them as the effect of this skill. Otherwise, you restore 1 Hit and gain +1 Skill Tier for 1 turn.

### **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.

### **Lure**

Agi

*Creates an irresistible lure for whatever type of creature or person you desire.*

Once placed, a creature of that kind / that person *will* turn up sooner or later if they are nearby and able to reach the lure. They will then eat the lure. Lures can be poisoned to cause Helplessness in the target for 1 turn.

### **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.*

### **Mirror Elixir:**

spell, recharge 2 after effect ends

*Coats you in a shiny mirror sheen, reflecting light and magic*

The next spell that would hit you is instead reflected upon a target of your choice.

### **Sturdy Stout**

Passive

*The all-day-breakfast of champions*

When you crit, you cannot go Helpless next turn, instead lingering at 1 Hit.

### **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.*

#### **Phoenix extract**

Men

Recharge 3 after triggering

Target needs 2 rolls to stand up, but in doing so regains 2 wounds Wears off after one helplessness + recovery

### **Vigil**

passive

In the presence of fires larger than a torch (e.g.: a campfire, forest fire, fireplace), your spells have -1 Recharge to a minimum of 0.

### **Embalmer (Necromancer)**

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

#### **Preservation**

passive

Your Minions have an additional 5 Hits if they have no Wounds, or 1 extra Wound if they have Wounds.

### **Soul jar**

Men

Spell, Recharge 2 once potion is used.

Kills one of your permanent minions to make a potion that heals the user to double max hits.

Does not affect actual max hits, when the overheal is lost it can't be regained. Max one potion at a time.