

ZERO EDITION FANTASY

**The Alchemist Class for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures**

LEONARU



ALCHEMIST
A NEW CHARACTER CLASS

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What is an Alchemist?

The alchemist is a scholar and scientist. Alchemists are not combat experts; brewing potions and making drugs and poisons is where they excel.

Class Basics

Attribute Requirements	INT 13, WIS 13
Prime Requisite	Wisdom
Races	Human
Hit Die	d6 (max 9)
Alignment	Neutral
Weapons	No two-handed, no magic swords
Armour	None heavier than chainmail
Attack Progression	As cleric
Saving Throws	As fighter

Attribute Requirements

Analytical thinking and intuition are what an alchemist needs. An alchemist requires minimum Intelligence and Wisdom scores of 13.

Prime Requisite

Wisdom is the alchemist's prime requisite.

Races

Only humans can become alchemists.

Table 1: Alchemist Experience Progression

Level	XP	Hit Dice	Title
1	0	1d6	Student
2	1,500	2d6	Cleric
3	3,000	3d6	Scribe
4	6,000	4d6	Pedant
5	12,000	5d6	Savant
6	25,000	6d6	Scholar
7	50,000	7d6	Philosopher
8	100,000	8d6	Magnus
9	150,000	9d6	Alchemist
10	300,000	9d6+1	Master Alchemist
11	450,000	9d6+2	Master Alchemist
12	600,000	9d6+3	Master Alchemist
13	750,000	9d6+4	Master Alchemist
14	900,000	9d6+5	Master Alchemist
15	1,050,000	9d6+7	Master Alchemist
16	1,200,000	9d6+8	Master Alchemist
17	1,350,000	9d6+9	Master Alchemist
18	1,500,000	9d6+10	Master Alchemist
19	1,650,000	9d6+11	Master Alchemist
20	1,800,000	9d6+12	Master Alchemist

Hit Die

The alchemist uses the d6 to determine his hit points and can gain a maximum of nine hit dice at level nine. Every level thereafter, he gains an additional hit point (see **Table 1**).

Alignment

Alchemists are always Neutral. They live to brew potions and do research and do not concern themselves with the struggle between Law and Chaos.

Weapons and Armour

Alchemists can wear any armour that is no heavier than chainmail. Furthermore, they can use any weapon except for two-handed weapons and magic swords of any kind.

Attack Progression

Alchemists have the same attack progression as clerics (see **Table 4**).

Saving Throws

An alchemist's saving throws progress as those of a fighter do (see **Table 3**). Alchemists receive a +2 bonus to rolls against poison and non-magical paralysis.

Special Abilities & Traits

Alchemical Skills

The alchemist has a number of skills he can use at will. Each skill has a certain chance of success based on the alchemist's level. Whether or not the alchemist uses a skill successfully is determined by rolling 1d100. If the roll is equal to or lower than the target number, the attempt succeeds. After an attempt to use a skill, it is assumed that the alchemist tried his best. Thus, he cannot try again right away. He may make another attempt later at the game master's discretion.

Detect Poison: This allows the alchemist tell whether an item is poisonous, a creature is venomous or a character has been poisoned.

Neutralise Poison: This skill will neutralise a poison of a strength up to twice the alchemist's level. It can be used only once per poisoned character per poison type and will not resurrect a character killed by poison.

Neutralise Paralysis: With this skill, the alchemist can cancel the effect of paralysis caused by a creature with up to twice the alchemist's hit dice. It will not work on paralysis caused by devices (like wands or swords) or spells.

Neutralise Acid: The alchemist can attempt to half the damage to a character that has been hit (but not killed) by acid during the last round of combat.

Identify Potion: This skill identifies potions. Should it be used unsuccessfully on a *Potion of Delusion*, a second roll is secretly made by the game master to see whether the alchemist identifies it incorrectly. The alchemist can also use this skill to gain information on acids, alchemical compounds and similar materials.

Poisons, Drugs, Acids and Potions

From level three on, the alchemist can create a number of alchemical materials. While he gains experience, he gets access to more and stronger potions. Blade venoms can be prepared from level five on.

Poisons: Alchemists can prepare poisons of a strength level equal to their own experience level. Per strength level, a poison costs 50 GP and one day of work.

Drugs: Drugs work like poisons, but have twice the cost. A saving throw against a drug is a saving throw against poison at a -2 penalty. If unsuccessful, the victim is unconscious for at least four hours. An hourly resurrection survival check is permitted to try to wake up.

Potions: A potions requires 200 GP and one week per level to produce. From ninth level on, an alchemist who has a sample of a potion can reproduce it even if he has not reach the experience level needed to produce a potion of that strength. All potions an alchemist has access to are listed in a separate section below. New potions are developed like

new spells are, with a sample adding 40% to the chance of success.

Acids: Acids are produced in quantities of one gallon and cost 100 GP and a day of work per level of strength. An acid deals 1d6 points of damage per level of strength, with the maximum level being the alchemist's level.

Read Languages

The alchemist can read any language with a 80% chance of success. One attempt per week per item can be made.

Read Magic

From level seven on, an alchemist can read magic and thus use magical scrolls. If he uses a scroll with a spell of the seventh level or a higher level, there is a 10% chance that the opposite of what is intended happens.

Saving Throw Bonus

The alchemist uses the fighter's saving throw table but receives a +2 bonus to rolls against poison and non-magical paralysation.

Table 2: Alchemist Skill Progression

Level	Detect Poison	Neutralise Poison	Neutralise Paralysis	Neutralise Acid	Identify Potion	Known Potion Formulae
1	20%	10%	15%	-	5%	-
2	25%	15%	20%	-	10%	-
3	30%	20%	25%	15%	20%	1
4	35%	25%	35%	20%	25%	2
5	45%	35%	40%	25%	35%	2/1
6	55%	45%	45%	30%	45%	2/2
7	60%	50%	55%	35%	50%	3/2/1
8	65%	55%	65%	40%	60%	4/2/2
9	75%	65%	75%	45%	70%	4/3/2/1
10	85%	75%	85%	50%	80%	5/3/3/2
11	95%	85%	95%	55%	85%	5/4/3/2/1
12	100%	90%	100%	60%	95%	6/4/4/2/2
13	100%	95%	100%	65%	100%	6/5/4/3/2/1
14	100%	100%	100%	70%	100%	7/5/5/3/3/1
15	100%	100%	100%	75%	100%	7/6/5/4/3/2
16	100%	100%	100%	80%	100%	8/6/6/4/4/2
17	100%	100%	100%	85%	100%	8/7/6/5/4/3
18	100%	100%	100%	90%	100%	9/7/7/5/5/3
19	100%	100%	100%	95%	100%	9/8/7/6/5/4
20	100%	100%	100%	100%	100%	10/8/8/6/6/4

Table 3: Alchemist Saving Throw Progression

Level	Wand	Dragon Breath	Death, Poison	Petrification	Spell
1 – 3	13	15	12	14	16
4 – 6	11	13	10	12	14
7 – 9	9	10	8	10	12
10 – 12	7	8	6	8	10
13+	5	5	4	5	8

Table 4: Alchemist Attack Matrix

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1 – 2	10	11	12	13	14	15	16	17	18	19	20	-	-
3 – 4	9	10	11	12	13	14	15	16	17	18	19	20	-
5 – 6	8	9	10	11	12	13	14	15	16	17	18	19	20
7	7	8	9	10	11	12	13	14	15	16	17	18	19
8	6	7	8	9	10	11	12	13	14	15	16	17	18
9 – 10	5	6	7	8	9	10	11	12	13	14	15	16	17
11 – 12	4	5	6	7	8	9	10	11	12	13	14	15	16
13 – 14	3	4	5	6	7	8	9	10	11	12	13	14	15
15 – 16	2	3	4	5	6	7	8	9	10	11	12	13	14
17	1	2	3	4	5	6	7	8	9	10	11	12	13
18	1	1	2	3	4	5	6	7	8	9	10	11	12
19 – 20	1	1	1	2	3	4	5	6	7	8	9	10	11

Item Restrictions

Alchemists can use magic versions of weapons and armour they are permitted to use. They can use any potion or other magical brew, but are otherwise restricted to magic items that members of all classes can use. Exceptions are wands or staves that summon elementals. Furthermore, alchemists can control liquids from the *Jug of Alchemy* and the *Beaker of Plentiful Potions*. Alchemists can also use the *Manual of the Golem*.

Strongholds, Henchmen & Followers

Alchemist usually have an alchemical laboratory, but do not build strongholds like members of other classes and do not attract followers. They can hire henchmen as their financial situation permits.

Potions

The tables below divide the potions (and other alchemical substances) into six different levels. Over time, the alchemist gains access to more and more recipes and higher potion levels. Random potions can be rolled using these tables. The number in parenthesis behind a potion indicates the number of doses produced. New potions are described hereafter.

Table 5: 1st-Level Potions

Level	Potion
1	<i>Potion of Heroism</i>
2	<i>Potion of Giant Control</i>
3	<i>Potion of Animal Control</i>
4	<i>Potion of Water Breathing</i>
5	<i>Potion of Healing</i>
6	<i>Purification Powder (10)</i>
7	<i>Flash Pellets (5)</i>
8	<i>Dust of Sneezing (10)</i>
9	<i>Oil of Slipperiness</i>
10	<i>Tanglefoot Pills (2)</i>

Table 6: 2nd-Level Potions

Level	Potion
1	<i>Potion of Speed</i>
2	<i>Potion of Levitation</i>
3	<i>Potion of Growth</i>
4	<i>Potion of Diminution</i>
5	<i>Potion of Human Control</i>
6	<i>Potion of Plant Control</i>
7	<i>Dust of Appearance (10)</i>
8	<i>Dust of Paralysis (10)</i>

Table 7: 3rd-Level Potions

Level	Potion
1	<i>Potion of Superheroism</i>
2	<i>Potion of Polymorph</i>
3	<i>Potion of Fire Resistance</i>
4	<i>Potion of Extra-Healing</i>
5	<i>Potion of Fly</i>
6	<i>Potion of Clairvoyance</i>
7	<i>Potion of Clairaudience</i>
8	<i>Potion of Dust of Sneezing and Choking (15)</i>

Table 8: 4th-Level Potions

Level	Potion
1	<i>Potion of Invulnerability</i>
2	<i>Potion of Undead Control</i>
3	<i>Potion of Giant Control</i>
4	<i>Potion of Immunization from Lycanthropes</i>
5	<i>Potion of Invisibility</i>
6	<i>Potion of Homunculi Creation</i>

Table 9: 5th-Level Potions

Level	Potion
1	<i>Potion of Dragon Control</i>
2	<i>Potion of Gaseous Form</i>
3	<i>Potion of Treasure Finding</i>
4	<i>Dust of Disappearance (20)</i>
5	<i>Oil of Ethereality</i>
6	<i>Potion of Cloning Culture</i>

Table 10: 6th-Level Potions

Level	Potion
1	<i>Potion of Longevity</i>
2	<i>Potion of Cure Disease</i>
3	<i>Potion of Regeneration</i>
4	<i>Potion of Mind Damp</i>

Dust of Paralysis

This dust paralyzes the victim for one hour unless a successful saving throw vs. poison is made.

Dust of Sneezing

This is a non-fatal variant of the *Dust of Sneezing and Choking*. The target must make a saving throw vs. poison with a -2 penalty or will sneeze for 2d4 rounds and not be able to do anything else.

Flash Pellet

The *Flash Pellet* is a small pellet that explodes into bright light upon being thrown on a hard surface. Unsuspecting victims have a 90% chance of being blinded for 2d4 rounds.

Potion of Cloning Culture

This potion works like the mage spell *Clone*.

Potion of Cure Disease

This potion works like the cleric spell of the same name.

Potion of Immunization from Lycanthropy

This potion protects the drinker from contracting lycanthropy for a month. As it is made from lycanthrope serum, the drinker has a 1% chance of becoming a lycantrape after drinking the potion.

Potion of Mind Damp

This potion renders the drinker immune to psionic attacks and other psionic effects for one week. This includes spells such as *ESP* and items like *Crystal Balls*. The user will not be able to use their own psionics or psionic devices while under the influence of this potion.

Potion of Regeneration

This potion lets the user regenerate one hit point per turn for one day. It will even regenerate hit points for a dead creature unless it was killed by fire or acid. It can also be used to resurrect a creature that died no more than three days ago provided it makes a successful system shock survival check. If applied daily over the course of two weeks, it allows a creature to regrow a severed limb.

Purification Powder

This powder makes spoiled food and drink consumable. It will not neutralize poisons or drugs.

New Alchemical Items

Grimoire of Archaic Alchemy

The *Grimoire of Archaic Alchemy* is a mysterious tome containing ancient secrets of alchemy. An alchemist who studies it gains a level; a mage who does so gains 10,000 XP. Clerics take 7,000 XP from the book but suffer 5d6 points of damage after reading it. Members of other classes suffer 2d10 points of damage.

Philosopher's Stone

This stone looks exactly like a *Luckstone* or a *Loadstone*, but can only be used by an alchemist. The stone has 2d4 charges. A charge can be used to increase a research roll by 20% or to transmute 10,000 coin-sized lead pieces into precious metal. There is an equal chance of the lead becoming gold or silver. A *Philosopher's Stone* that has any charges can be used to *Cure Disease* once per day. This does not expend a charge. An alchemist who carries such a stone becomes immune to diseases. A *Philosopher's Stone* cannot be destroyed by heat, not even heat as strong as a dragon's fire. The *Philosopher's Stone* can be distinguished from a *Luckstone* by dipping it into molten lead, which destroys the *Luckstone* but not the *Philosopher's Stone*. After the stone's last charge has been expended, it disintegrates.

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