

OUTLAW ALCHEMIST

Prime Requisite: INT
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Alchemists sell pleasure, power, and life itself in a bottle. Do you want to be stronger? You can be. Do you want to slip into your enemy's house unseen? It is possible. Do you want to control the minds of those around you? That too can be had, for a price. Alchemy is illegal, but that does not stop people from needing it. And where there is need, the alchemist is there to sate it.

At first level, alchemists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e., as thieves). Because of their need of stealth and free movement, alchemists cannot wear armor heavier than leather, and they cannot use shields. They may use any missile weapons and any one-handed melee weapons, and may wield a weapon in each hand if desired.

An alchemist can **identify common alchemical substances, potions, and poisons** with proficiency throw of 11+. This is equivalent to taking the **Alchemy** proficiency once, and the alchemist may use proficiencies to increase his abilities in this area. Alchemists are also **skilled with medicinal herbs and mixtures** and can use drugs to treat wounds and diagnose and treat illnesses among humans and demi-humans. A proficiency throw of 11+ enables an alchemist to identify whether a disease is magical or mundane, and if mundane, diagnose it. A patient under the alchemist's care naturally heals an extra 1d3 hit points each day. This is equivalent to taking the **Healing** proficiency once, and the alchemist may use proficiencies to improve his abilities in this area (i.e., to use salves and mixtures to **neutralize poison, cure disease, or cure light wounds.**)

Alchemy is business, and **a good alchemist knows his business.** The alchemist gets the best deals available for potions, goods, services, and information. Any items the character purchases costs 10% less than the listed price and any items he sells go for 10% more than the listed price. This functions as the **Bargaining** proficiency. If both the buyer and seller have the Bargaining proficiency, the opposed Bargainers should make reaction rolls. Whichever character scores the higher result gets the discount. The alchemist may take the Bargaining proficiency multiple times as noted in the **Proficiencies** chapter of ACKS.

Alchemists have the ability to **move silently, hide in shadows, and hear noise** as a thief of their level. When an alchemist attempts to make use of one of his skills, the character or Judge will make a proficiency throw of 1d20. (Usually the Judge will make rolls for these abilities, because an alchemist is not always aware when he has failed.) After applying any relevant modifiers (e.g. due to the complexity of a task), the result is compared to the target value listed on the Thief Skills table on p. 23 of the ACKS rulebook. A result that is greater than or equal to the value listed for the proficiency throw that corresponds to the alchemist's level is a success. A roll of 20 is always a success, and a roll of 1 is always a failure.

Moving Silently: Alchemists may move with total silence. When successful, even keen eared guards will not hear the movements of an alchemist. However, the alchemist always thinks he is successful in this skill, and will not know otherwise unless and until others react to his presence. Alchemists may move silently at ½ their standard combat movement rate without penalty. If they move greater than ½ speed, they take a -5 penalty to the proficiency throw. If they run, they take a -10 penalty.

Hiding in Shadows: An alchemist may attempt to skulk unseen in the cover of darkness. An alchemist will always think he is successful in this skill, and will not know otherwise until others react to his presence. An alchemist will remain hidden so long as he stays motionless. If he moves, he must make a new proficiency throw to hide.



Hearing Noises: Alchemists can attempt to listen for noises in a cave or hallway and at a door or other locations. The alchemist must be quiet and in a quiet environment.

At 5th level, an alchemist develops true mastery of **potioncraft**. At this point, he may brew potions as a mage of his level.

Beginning at 6th level, an alchemist can **create a homunculus**, a fully-formed miniature version of himself. Some homunculi perfectly match the appearance of their creator, while others are malformed in some way. The homunculus will be of the same alignment as the alchemist. The homunculus always has a number of Hit Dice and maximum hit points equal to ½ its creator's own; Intelligence equal to its creator's Intelligence; and a number of general and class proficiencies equal to its creator, selected from the alchemist's class list. The homunculus can always understand any languages spoken by its creator, and the alchemist will be able to understand the homunculus's mumbling and burbling, though no one else will without resorting to a spell such as **Tongues**. The homunculus may learn to articulate one of the languages it already understands by selecting the **Language** proficiency. The homunculus is utterly loyal to its master and will watch over his lab, perform services, act as an alchemist's assistant (if he has the appropriate proficiencies), and generally obey his commands. While the homunculus is within 30', the character receives +1 on saving throws, but if the homunculus is ever killed, the character must save versus Death or instantly take damage equal to the homunculus's maximum total hit points. A character cannot create a new homunculus if it is slain until he has gained a level of experience.

When an alchemist attains 9th level, he can establish a **hideout**, and 2d6 alchemist apprentices of 1st level will come to work with the character. If hired, they must be paid standard rates for ruffians. A successful character might use these followers to start an Alchemist's Guild. Rules for **hideouts** are detailed in the **Campaign** chapter of ACKS.

Alchemist Level Progression

Experience	Level	Title	Hit Dice	Special Abilities
0	1	Analyst	1d4	Alchemy, Healing, Bargaining, Move Silently, Hear Noise, Hide in Shadows
1,250	2	Pharmacologist	2d4	
2,500	3	Apothecary	3d4	
5,000	4	Chemist	4d4	
10,000	5	Distiller	5d4	Potioncraft
20,000	6	Sublimator	6d4	Craft homunculus
40,000	7	Conjunctionist	7d4	
80,000	8	Alchemist	8d4	
180,000	9	Master Alchemist	9d4	Hideout
280,000	10	Master Alchemist , 10 th level	9d4+1*	
380,000	11	Master Alchemist , 11 th level	9d4+2*	
480,000	12	Master Alchemist , 12 th level	9d4+3*	
580,000	13	Master Alchemist , 13 th level	9d4+4*	
680,000	14	Philosopher	9d4+5*	

*Hit point modifiers from constitution are ignored

Alchemists are restricted to magic items usable by thieves.

Alchemist Proficiency List: Alchemy, Alertness, Ambushing, Arcane Dabbling, Bargaining, Climbing, Command, Craft, Diplomacy, Healing, Intimidation, Knowledge, Language, Leadership, Lip Reading, Magical Engineering, Mapping, Mystic Aura, Profession, Riding, Running, Signaling, Skirmishing, Skulking, Sniping, Swashbuckling, Weapon Finesse, Wakefulness

Corner Alchemist Template: This pre-generated template represents an urban street corner alchemist. The Template is ready for adventure. However, if your alchemist's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Template:	Corner Alchemist
Proficiencies:	Bargaining, Running
Starting Equipment:	Stiletto, sigil-marked guild cassock, leather belt, low boots, backpack, quill and ink, satchel of herbs and powders (including 1 lb each of belladonna, birthwort, comfrey, goldenrod, wolfsbane, and woundwort), book of alchemical recipes, 1 week's iron rations, 45 gp

Alchemist Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throws
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+