

## Prestige Class: Classic Alchemist

The Classic Alchemist, while considered a “spellcaster” in the game, is more of a scientist than a wizard. Where most spell-using classes base their power upon arcane lore or divine intervention, the Classic Alchemist draws from the basics of science, physics, and medicine to bend...and sometimes change altogether...the laws and properties governing nature.

Alchemists spend the majority of their time in their labs or libraries, busy with research. Often they find it necessary to go “out into the field,” to gather fresh ingredients, find information, or experiment their new-found formulas. Traveling Alchemists are often welcomed in any city or town...their goods and services fetch a high price on the open market, and their healing powers are legendary.

Some Alchemists seek to rid the world of illness, investing vast amounts of time and money into research to cure every known illness. Other Alchemists are concerned with the origins of life, and the ability to create life from non-living matter is considered their highest goal. Still others seek to live forever, by finding alchemical means to reverse the aging process. The pinnacle of all alchemy, however, has long been to turn lead into gold.

### Requirements

To qualify to become a Classic Alchemist, a character must fulfill all the following criteria:

**Skills:** Craft (Alchemy) (8 ranks), Heal (5 ranks), Knowledge (arcana) (5 ranks)

**Feats:** Skill Focus: Craft (Alchemy)

**Special:** The Classic Alchemist must have a permanent residence, and must build a laboratory there.

### Class Skills

The Classic Alchemist’s class skills (and the key ability for each skill) are Craft (Alchemy) (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge: Arcana (Int), Profession (Wis), and Spellcraft (Int).

Skill points per level: 4 + Int modifier

### Class Features

All the following are class features of the Classic Alchemist prestige class.

**Weapon and Armor Proficiency:** Similar to sorcerers, Classic Alchemists are proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with the ability to mix various ingredients properly and quickly, and could cause his spells to fail. Note that standard armor check penalties apply.

**Alchemical Spells:** Beginning at 1st Level, Classic Alchemists gain the ability to cast their own unique spells from a separate list. To cast a spell, the Alchemist must have an Intelligence score of at least 10 + the spell level. These spells are identical in range and effect as their divine or arcane versions, except that all of them have multiple material components and none of them require a vocal component. Thus, the Alchemist need not be able to speak in order to cast spells, and cannot be silenced.

The Classic Alchemist gains spells in much the same way a wizard does: spells are kept in a book, and may be transcribed there from other Classic Alchemists or from alchemical spell scrolls. (Please note that arcane or divine spells cannot be scribed into an Classic Alchemist’s spell book. Alchemy is vastly different from all other forms of magic, and the “recipes”

aren’t the same.) Thus it becomes possible for the Alchemist to have a vast number of spells in his book, but only a few may be cast daily.

The Classic Alchemist prepares spells in a manner similar to wizards...time must be set aside each morning for preparing recipes, gathering fresh components, and cleaning equipment for use. The Alchemist selects which spells he would like to prepare for, and may only cast those spells for the remainder of the day.

Alchemist spells are based on Intelligence. To cast an alchemist spell, the Classic Alchemist must have an Intelligence score of at least 10 + the spell’s level. A Classic Alchemist’s bonus spells are based on Intelligence (see Table 1-1, page 8 of the Core Rulebook I for more information on bonus spells).

Unlike other spellcasting classes, an Alchemist may know any number of spells, but may only cast a few each day. Whenever a Classic Alchemist achieves a new level, he gains two new spells of his choice to add to his book. These two free spells must be Alchemist spells that the character is eligible to cast.

**Create Alchemic Items (Ex):** Beginning at 1st Level, the Classic Alchemist gains the ability to create alchemic items with a Craft (Alchemy) skill check (acid, alchemist’s fire, antitoxin, quicklime, smokesticks, sunrods, tanglefoot bags, thunderstones, and tindertwigs, as well as alchemically silvered weapons) but at half their listed price. The Classic Alchemist must be in his or her laboratory to use this ability.

**Identify Matter (Ex):** The Classic Alchemist is well-studied in chemistry and physics, nature and science. Beginning at 2nd Level, the Classic Alchemist gains a competence bonus equal to his class level, to all attempts at identifying substances. Thus, a 5<sup>th</sup> level Classic Alchemist would gain a +5 competence bonus to his Knowledge (nature) check to identify a red powder as poisonous mold spores. This is an extraordinary ability.

**Make Medicine (Ex):** At 3rd Level, the Classic Alchemist is able to create medicines from common ingredients that heal increasing amounts of damage. Once per day, the Alchemist may create a salve (or potion, or ointment, or capsule, etc.) that will naturally heal a number of hit points equal to his level times four. Thus, a 7th level Classic Alchemist could heal up to 28 points of damage with his medicine. These points may be spread out among up to four separate doses, so long as the total damage healed does not exceed the Classic Alchemist’s level times four. This is an extraordinary (non-magical) ability.

**Brew Potion (Ex):** Also at 3rd Level, the Classic Alchemist gains the Brew Potion feat for free if he does not already have it.

**Identify Potion (Sp):** Beginning at 4<sup>th</sup> Level, the Classic Alchemist may identify magical potions by examination only, without having to sample the potion or even open the potion’s container. Effectively, the Classic Alchemist gains the spell-like ability to cast *identify* at will, but only upon potions, ointments, oils, and similar concoctions.

**Vaccinations (Ex):** By the time the Classic Alchemist reaches 6th Level, he is completely resistant to all diseases of natural origin, and gains a +4 bonus to all save throws against magical diseases. His great knowledge of diseases, and easy access to treatments and remedies, has strengthened his immune system to perfection. This is an extraordinary ability.

**Lead to Gold (Su):** The grandest achievement of alchemy is to transmute lead into gold, and at 8th Level, the Classic Alchemist has mastered it. The Alchemist may change a quantity of lead

into an equal quantity of pure gold, at the sacrifice of his energy. This ability may only be used once per month at most.

To transmute lead into gold, the Classic Alchemist must be in his laboratory. The process is long and tedious, and takes one week for every 1000 gp created. Further, the Alchemist must spend one XP point for every 25 gold pieces (or gold piece equivalent) created...thus, if an Alchemist wished to create 25,000 gp from lead, he would lose 1,000 XP in the process. If this XP drain would cause the Alchemist to lose any levels (of any class), the process fails.

The gold created through the use of this ability is completely normal in every way, and even the most skilled metallurgist would not be able to tell the difference between refined gold and transmuted gold. The gold does not revert back to lead, and cannot be *dispelled* back into lead.

One pound of lead yields 1 pound of gold by the use of this ability. The physical shape of the metal is not changed; thus, bars of lead would be transmuted into bars of gold, and lead dust would be transmuted into gold dust.

**Fountain of Youth (Su):** A 10<sup>th</sup> Level Classic Alchemist has learned the secret to aging, and has developed a means to slow this process considerably. The Alchemist ages at ¼ the normal rate (ages only 1 year for every 4 years of time that passes), increasing his life expectancy four-fold. This is a supernatural ability.

## Classic Alchemist Spell List

Classic Alchemists choose their spells from the following list:

**1st Level:** *burning hands, cause fear, create water, cure light wounds, grease, inflict light wounds, jump, light, obscuring mist, purify food and drink, remove fear, sleep*

**2nd Level:** *aid, blindness/deafness, bull's strength, cat's grace, calm emotions, cure moderate wounds, delay poison, fog cloud, gentle repose, glitterdust, inflict moderate wounds, Melf's acid arrow, pyrotechnics, remove paralysis, scare*

**3rd Level:** *chill metal, cure serious wounds, heat metal, fireball, gaseous form, haste, hold person, inflict serious wounds, remove blindness/deafness, remove disease, slow, stinking cloud, stone shape, water breathing*

**4th Level:** *cure critical wounds, fear, fire trap, giant vermin, inflict critical wounds, minor creation, neutralize poison, poison, repel vermin, rusting grasp, solid fog, stoneskin*

**5th Level:** *cloudkill, fabricate, feeblemind, flame strike, flesh to stone, harm, heal, hold monster, major creation, raise dead, stone to flesh, transmute mud to rock, transmute rock to mud, transmute metal to wood*

## THE CLASSIC ALCHEMIST

Level	BAT	Fort	Ref	Will	-----Spells By Level-----					Special
					1	2	3	4	5	
1	+0	+2	+2	+0	1	-	-	-	-	Cast Spells, Create Alchemic Items
2	+1	+3	+3	+0	2	-	-	-	-	Identify Matter
3	+1	+3	+3	+1	2	1	-	-	-	Make Medicine, Brew Potion feat
4	+2	+4	+4	+1	3	2	-	-	-	Identify Potion
5	+2	+4	+4	+1	3	2	1	-	-	
6	+3	+5	+5	+2	3	3	2	-	-	Vaccinations
7	+3	+5	+5	+2	4	3	2	1	-	
8	+4	+6	+6	+2	4	3	3	2	-	Lead to Gold
9	+4	+6	+6	+3	4	4	3	2	1	
10	+5	+7	+7	+3	4	4	3	3	2	Fountain of Youth