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BOX  
CLASSES  
THE ALCHEMIST

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## The Alchemist

The Alchemist is a student of the occult mysteries that specializes in researching and applying the magical properties of water, harnessed by Words of Power, in all its aspects secret to the layman. Competent Alchemists have also recently discovered the propellant explosive known as Gunpowder. Additionally, they are adept spell-casters.

## Alchemist Class Abilities

### Weapon/Armor Restrictions

Alchemists may only use staves and cannot use armor.

### Spell Casting

Alchemists cast divine spells from the Clerical Spell List, as per the Alchemist's Spell Advancement Table. Each day, the Alchemist is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Alchemists get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Alchemists possess an XP bonus like Clerics.

## Concoctions

### Elixir

You can create a magical potion by chanting over water within a small vial. One per day, per XP Level, may be created and have any effect desired, moderated by the referee.

### Explosives

Once per day, with the requisite materials, you can create a sack of explosives that can be formulated into bombs or propellants for Gun-powder weapons.

## Legend and Lore

It is said that Higher Powers entered a sun-dered world, devastated by conflict that troubled the gods, and imbued herbs with magical properties variant supreme. According to this legend, the purpose being was in aiding the mortals that inhabited this said world, so that they can return to their origins as gods before their exile.

## Skills

### Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

### Herbal Blends

You possess extensive knowledge of Herbs and their properties in the crafting of potions. Although creating Elixirs is limited by the imagination, Herbal Recipes can be used when ones imagination is limited.

### Craft Vial

You are skilled in the manipulation of molten glass for the creation of vials for Elixirs.

### Identify Elixir

You can instantly identify a potion's use.

## Alchemist Mastery Abilities

### Elixir of Limitless Life

When you have attained to a measure of power determined by the referee, you can create an unlimited amount of Magic Healing Potions provided you possess vials of water.

### Potions of Treasure

By a measure of power, determined by the referee, you can transmute a vial of water, once per day, into any potion listed in Table 31 of the First Print Edition Rulebook.

**Table 1: Alchemist Advancement**

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

**Table 2: Alchemist Spell Advancement**

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	4	4	4	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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