

ALCHEMIST



The Alchemist is limited to tenth level and uses the experience table of the Magic User. This class of character uses chemicals, compounds, and potions in the same manner the Magic User use spells. This class may only use weapons and devices if they are not specifically designed for a certain character class. An Alchemist has a tome of formulas, but the tome itself is not magical. The formulas are written in the secret language of the Alchemist and are usable by only those who can read the language.

The Alchemist may not use magical items used by the Magic User class, except in the potions and compounds he makes. These items can be used as ingredients to potions, salves, poisons, creams, dust, and paste and they are built

Potions. Each level of the Alchemist has a certain number of potions, pastes, or ointments. The number of each type of item can be higher than the number of the other types.

It is the first ability of the Alchemist is the ability to analyze potions or compounds to see what they can do. There is a 10% chance of success per level of knowing how the compound work a. Checking the compound by the Alchemist is totally safe and if the roll fails, he simply does not know what the compound will do, unless it is actually used.

The second ability is to determine the ingredients of a potion or compound. The Alchemist has a 10% chance per level of success up to a maximum of 70%. If successful, the character will know all the ingredients of the compound necessary to produce it. The Alchemist may try to discover the ingredients but

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