

OLD SCHOOL RULES



CHYMIST

The Chymist

Unlike the more common alchemist, the chymist mixes his own magical energy with that of chemicals to produce a number of spell like effects, cause damage and destruction by throwing bombs, and even mutate his form into a monster.

A chymist's mechanical training used in the production of his chemical magic also gives him some skill at open locks, dealing with traps, and using magical devices.

Requirements: Dexterity 9+, Intelligence 11+

Races Allowed: Gnome, Halfling, Half-Elf, Half-Orc, Human

Prime Requisite: Dexterity

Alignment: Any

Weapons Allowed: Club, Dagger, Dart, Hand Crossbow, Knife,, Light Crossbow, Quarterstaff, Short Sword,

Armor Allowed/Shields Allowed: Leather, Studded Leather/None

To Hit/Saves: Cleric/Rogue (or Cleric)

Multi-classing: Permitted races may take chymist in place of thief/rogue

Class Abilities:

The chymist mixes chemicals and reagents on the spot to produce a number of magical effects.

Firstly, the chymist can create and throw bombs that damage anything in a 5' radius. The damage done is initially 1d6 and increases by an additional 1d6 for every odd level (so 2d6 at 3rd level, 3d6 at 5th, etc). These are treated as "grenade like missiles", only they automatically shatter. (Note, I use a d12 to determine the "o'clock" direction on a miss)

A chymist may produce a number of these bombs per day equal to his chymist level.

Secondly, the chymist can take a personal potion called a mutagen and turn himself into a more monstrous version of himself, called a mutagen form. Initially this form is simply a stronger (18 or 18/76 strength), tougher (AC 5, 18 Con) version of himself, tougher but it drops the intelligence to 6.

While in this form the chymist cannot use extracts, bombs, or other skills, but attacks as a fighter of the same level and has (temporary) fighter hit points.

Brewing this potion takes an hour a day and only one potion may be in existence at a time (if more are brewed, only the last retains its power).

The effects of the mutagen occur immediately after being quaffed and last for an hour per every odd chymist level (so as many hours as the damage dice for the bomb) or until he chooses to return to normal (saving throw vs magic required, one attempt per turn).

Thirdly, the chymist can create a number of potions that have spell like abilities called extracts. These extracts rely on the chymist's own magical energy, so are only effective as long as the chymist possesses them himself. He may pour them into someone else's mouth or bring it to their lips to drink.

Extracts only require a minute to mix and are good for 24 hours. So a chymist may opt to create some ahead of time or wait until they are needed.

These extracts require formula that work like magic-user spells (including checking whether or not the chymist can understand that formula using Intelligence), only are written in a small notebook and referred to when creating the extracts.

A chymist starts off knowing 2 formulas and learns another one each level. Additional ones may be learned by studying scrolls that produce similar effects. The chymist can also brew magical potions (of the normal kind) as a magic-user does.

Beyond his skills with potions, the chymist also has a small number of rogue (thief) abilities, those that deal with mechanical or magical objects (and furthermore is a subclass of the Rogue, see *PC12-The OSR Rogue*).

Finally every even level the chymist makes a "discovery" that changes and improves his skill with the bombs, extracts he creates, his skills, or even causing beneficial mutations to his own body.

These discoveries are culminated by "great" discoveries at 20th and every further 2 levels.

Optionally a chymist may choose to not be able to make a mutagenic potion and thus have a mutagen form. Chymists who forgo this gain one additional extract per day (per extract level) as well as two additional bombs per day.

For example a 4th level chymist with no mutagen form would be able to make 4 1st level extracts per day and 2 2nd level extracts, as well as six bombs per day.

Discoveries:

These are broken up into several broad categories.

Bombs

These discovery allow the chymist to modify his bombs to have different effects, often mimicking that of a spell. In that case, the spell effects are that of a caster of a level equal to the character's chymist level.

Acid Bomb – Deals acid damage. This also deals an extra 1d6 the following round

Bombardier – The chymist make make two additional bombs per day. This may be taken multiple times.

Concussive Bomb – Deals sonic damage. This lowers the damage to 1d4 (from 1d6) but also causes *deafness* (as per the spell) for a number of rounds equal to the chymist level.

(May be combined with flash bomb but lowers damage to 1d3)

Dark Bomb – Does no damage, but acts as a *darkness* spell

Defoliant Bomb – Does +2 per damage dice versus plants

Delayed Fuse – The chymist may choose to have the bomb explode at a given time (up to 24 hours)

Demolition Bomb – This does half damage, but works against buildings, doors, and golems. It can also be used to blow open chests. In the latter case there is a 80%+ chymist level chance of the chest's contents not being destroyed by using too much explosive.

Dispelling Bomb – No damage, but instead acts as a *dispel magic* spell (with his chymist level being the caster level)

Explosive Bomb – The chymist's bombs now have a radius of 10' instead of 5'

Fast Bombs – The chymist may create and throw two bombs a round

Flash Bomb – Lowers the damage to 1d4 (from 1d6) but causes blindness (save versus petrification) for a number of rounds equal to the chymist level.

(May be combined with concussive bomb but lowers damage to 1d3)

Force Bomb – Deals force (that is like one of the various hand spells) damage. It reduces the damage to 1d4 instead of 1d6, but knocks the target back 5' or down on a failed saving throw (vs magic)

Inferno Bomb – Sets its target on fire (in addition to the bomb's normal damage), causing an additional 1d6 per round until extinguished (which can be done with a saving throw vs dragon breath)

Madness Bomb – Deals no physical damage, but may induce madness to the target as per the *confusion* spell.

Shock Bomb – Does electrical damage. +4 to hit opponents in metal armor

Sleep Bomb – Bomb does subdual damage

Smoke Bomb – Does no damage but acts as a *fog cloud* spell

Sticky Bomb – Does no damage but acts as a *web* spell

Sunlight Bomb – Does no damage acts like sunlight for 1 round per chymist level. Does 1d6 damage to undead per round.

Stinking Bomb – Does no damage, but acts like a *stinking cloud* spell

Trip Mine – Instead of throwing his bomb, the chymist forms it into a mine that explodes whenever a creature steps on it (for up to 24 hours after set).

Mutagenic Form

These discoveries alter the mutagenic form. Each mutagenic form discovery also increases the duration of the mutagenic form by 1 hour.

Agile – the dexterity of the chymist in mutagenic form becomes 18. This improves armor class.

Beautiful – the charisma of the chymist in mutagenic form becomes 18, and the appearance changes from bestial to beautiful, though still with a dangerous air.

Feral – the mutagenic form becomes even more beastly, growing claws that give the chymist two attacks per round doing 1d6 damage each (no strength bonus)

Jawbreaker – the mutagenic form's mouth enlarges, giving the chymist a bite attack that does 1d8 damage (may be combined with feral form)

Stress Induced Transformation – The chymist transforms into his mutagenic form when hurt badly or under stress, even without his potion.

Strong – the mutagenic form's strength increases to 18/00 strength (19 in B/X). This may be taken again to increase it to 19, again to 20, and again to 21

Swift – the mutagenic form's speed increases by 50% (so from 12" to 18" in 1st edition)

Thick skinned – the mutagenic form's armor class improves by 2 (maybe picked more than once)

Injections

Injections are similar to extracts in that they largely duplicate spell effects (equal to the chymist level of the chymist), but they are injected into a subject. In practical terms, this requires a successful to hit roll in combat. A miss does not destroy the injection, it lasts for 24 hours or until a successful hit is made.

However, they are not treated as extracts, but rather as bombs. Each extract used per day counts toward the chymist's bomb limit (i.e. his chymist level)

All injection effects have be evaded by a saving throw versus magic.

Charming – Acts like a *charm monster* spell

Confusion – Acts like the *confusion* spell

Paralytic – Acts like a *hold monster* spell

Suggestion – Acts like a *suggestion* spell

Truth – The chymist may ask the subject two questions per chymist level and the subject must answer “yes” or “no” or a short 2-4 word answer.

Miscellaneous

These modify what an chymist can do, as well as possibly his own body.

Chameleon – The chymists skin changes color to match its background or clothing, giving him the ability to hide in shadows equal to a rogue or thief of the same level while (mostly) unclothed.

Darkvision – Allows the chymist to see in the dark (infra/ultra vision)

Dilute Potion – Once per day the chymist may dilute a potion into two potions of the same type and potency. This costs chemicals worth ¼ the market price of the potion and either potion may not be diluted further.

Strengthen Potion – Once per day the chymist may strengthen a potion so when consumed, its effects are the maximum possible. This costs chemicals worth the gp value of the potion and it remains strengthened until consumed.

Tech Savvy – The chymist's analytic skills also extend to technology, allowing the use of technological devices at the same level as his use magic devices skill.

Vestigial Arm – The chymist grows an additional arm. This does not given an extra attack. This may be taken twice.

Wings – The chymist grows a pair of wings. This acts as a *fly* spell as if cast at the character's chymist level, except the duration may be spread throughout the day

Grand Discoveries

These may only be picked beginning at 20th level

Alchemical Simulacrum – Once a month, the chymist may creat creatures similar to the *simulacrum* spell, only made from vats, not ice. A dead alchemical simulacrum quickly rots.

Alchemical Clone – Once a month the chymist may create a clone, as per the *clone* spell

Awakened Intellect – the chymist's intelligence increases to 22

Elixir of Life – the chymist make create an elixir that acts like the *resurrection* spell. It costs 25,000 gp to create. It works on all creatures and may be simply be poured onto bones.

Eternal Youth – the chymist has discovered how to reverse and stop the aging process in himself, with his physical age any age he desires.

Healing – the chymist's body regenerates like a troll does

Philosopher's Stone – the chymist discovers how to make one and can make one per month

True Mutagen – the chymist may enter his mutagen form at will, whenever and for how long he wants

Brewing Potions

This is essentially an extension of the ability to brew potions mentioned in the 1e GM's book (where a % success chance is suggested). Instead of this % being fixed (at 70%) it increases as the character levels (though 0 level characters may still have a 70% skill)

Each potion has a difficulty, a +/- to the brew potion percentage. Potions that fail this roll are either obvious failures, close failures (within 20%) which create a potion of delusion of the potion that was attempted, or, if a 100 is rolled, poison potions.

(**Note**, the standard Magic-User gains a 50% brew potions skill at 7th level, increasing by 5% per level)

The base cost to brew a potion is equal to its xp value. Most potions also require a special ingredient.

While some GMs may wish to limit potion creation by strictly requiring them, as a more practical matter, if the creator does not have it, the creator can simply buy them. The total cost is based on the difficulty of the potion, a multiplier applied to the base cost, reflecting the increasing power of the potion.

(See table near the back for prices and difficulty)

The First Edition Chymist Advancement Table										
				Extracts Per Day						
Level	Experience Points Required	Hit Dice	Title	1	2	3	4	5	6	Special
1st	0	1d6	Mixer	1	-	-	-	-	-	Bomb 1d6
2nd	2,000	2d6	Mingler	2	-	-	-	-	-	Poison use, Discovery
3rd	4,000	3d6	Combiner	3	-	-	-	-	-	Bomb 2d6
4th	8,000	4d6	Aggregator	3	1	-	-	-	-	Discovery
5th	18,000	5d6	Compounder	4	2	-	-	-	-	Bomb 3d6
6th	35,000	6d6	Fusionist	4	3	-	-	-	-	Discovery
7th	70,000	7d6	Arranger	4	3	1	-	-	-	Bomb 4d6
8th	125,000	8d6	Composer	4	4	2	-	-	-	Discovery
9th	250,000	9d6	Chymist	5	4	3	-	-	-	Bomb 5d6
10th	500,000	9d6+2	Chymist	5	4	3	1	-	-	Discovery
11th	750,000	9d6+4	Chymist	5	4	4	2	-	-	Bomb 6d6
12th	1,000,000	9d6+6	Chymist	5	5	4	3	-	-	Discovery
13th	1,250,000	9d6+8	Chymist	5	5	4	3	1	-	Bomb 7d6
14th	1,500,000	9d6+10	Chymist	5	5	4	4	2	-	Discovery
15th	1,750,000	9d6+12	Chymist	5	5	5	4	3	-	Bomb 8d6
16th	2,000,000	9d6+14	Master Chymist	5	5	5	4	3	1	Discovery
16th	2,250,000	9d6+16	Master Chymist	5	5	5	4	4	2	Bomb 9d6
18th	2,500,000	9d6+18	Master Chymist	5	5	5	5	4	3	Discovery
19th	2,750,000	9d6+20	Master Chymist	5	5	5	5	5	4	Bomb 10d6
20th	3,000,000	9d6+22	Grandmaster Chymist	5	5	5	5	5	5	Grand Discovery

Weapon Proficiencies: 2 at first level, 1 additional every 4 levels. -4 non-proficient penalty.

Non Weapons Proficiencies: 3 at first level, 1 additional every 3 levels

Starting Money: 20-80 gp (2d4 x 10)

Chymists who found a research laboratory (50,000 gp minimum) at 9th level gain 2-5 1st level chymists as apprentices.

The First Edition Chymist Skills Table						
Level	ID Potions	Open Locks	Traps	Brew Potions	Read Languages	Use Magic Device
1st	30%	5%	20%	50%	5%	5%
2nd	35%	10%	25%	55%	10%	10%
3rd	40%	15%	30%	60%	15%	15%
4th	45%	20%	35%	65%	20%	20%
5th	50%	25%	40%	70%	25%	25%
6th	55%	30%	45%	75%	30%	30%
7th	60%	35%	50%	80%	35%	35%
8th	65%	40%	55%	85%	40%	40%
9th	70%	45%	60%	90%	45%	45%
10th	75%	50%	65%	95%	50%	50%
11th	80%	55%	70%	100%	55%	55%
12th	85%	60%	75%	105%	60%	60%
13th	90%	65%	80%	110%	65%	65%
14th	95%	70%	85%	115%	70%	70%
15th	100%	75%	90%	120%	75%	75%
16th	105%	80%	95%	125%	80%	80%
17th	110%	85%	100%	130%	85%	85%
18th	115%	90%	105%	135%	90%	90%
19th	120%	95%	110%	140%	95%	95%
20th	125%	99%	115%	145%	100%	99%

Traps includes locating and disarming traps as well as setting them. Optionally, also finds secret doors.

The First Edition Rogue Saving Throw Table (Or Use Cleric)					
Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	8
16-18	4	7	6	9	7
19+	2	3	4	7	5

Chymist Extract List

#	1 st Level	2 nd Level	3 rd Level
1	Change Self	Aid	Cure Disease
2	Comprehend Languages	Alter Self	Cure Serious Wounds
3	Cure Light Wounds	Barkskin	Feign Death
4	Endure Cold/Heat	Blur	Fly
5	Enlarge	ESP	Haste
6	Identify	Invisibility	Infravision
7	Jump	Levitate	Protection from Normal Missiles
8	Purify Food & Drink	Mirror Image	Remove Curse
9	Run	Slow Poison	Remove Blindness/Deafness
10	Shield	Strength	Tongues
11	Ventriloquism	Ultravision	Water Breathing
12			
13			

#	4 th Level	5 th Level	6 th Level
1	Air Walk	Cure Critical Wounds	Duo-Dimension
2	Detect Lie	Dispel Exhaustion	Globe of Invulnerability
3	Fire Shield	Magic Jar	Heal
4	Neutralize Poison	Minor Globe of Invulnerability	Statue
5	Polymorph Self	Sending	True Sight
6	Repel Insects	True Seeing	Wind Walk
7	Wizard Eye		
8			
9			
10			
11			
12			
13			

Skill Modifier Tables

	ID Potions (Int)	Open Locks (Dex)	Traps (Dex)	Brew Potions (Int)	Read Languages	Use Magic Devices (Int)
Ability 16	+5%	+5%				+5%
Ability 17	+10%	+10%		+5%		+10%
Ability 18	+15%	+15%	+5%	+10%		+15%
Ability 19	+20%	+20%	+10%	+15%		+20%
Ability 20	+25%	+25%	+15%	+20%		+25%
Ability 21	+30%	+30%	+20%	+25%		+30%
Ability 22	+35%	+35%	+25%	+30%		+35%
Ability 23	+40%	+40%	+30%	+35%		+40%
Ability 24	+45%	+45%	+35%	+40%		+45%
Ability 25	+50%	+50%	+40%	+45%		+50%

	ID Potions	Open Locks	Traps	Brew Potions	Read Languages	Use Magic Devices
Elf	-	-5%		+5%		+5%
Dwarf	-5%	+10%	+15%	+10%	-5%	-15%
Half-Orc	-	+5%	+5%	-5%	-10%	-5%
Gnome	+5%	+5%	+10%	+5%		+10%
Halfling	+10%	+5%	+5%	+10%	-5%	-10%
Goblin			+10%			-10%
Orc					-10%	-10%
Trixie		-5%	-5%			+10%
Fetchling						+5%
City Venusian		+5%			+5%	+5%
Cloud Venusian					+10%	+10%
Sea Venusian		+5%	+5%		-5%	
Swamp Venusian			+5%		-5%	-5%
Nagali		-5%	-5%		-5%	-5%
Red Martian		+5%	+10%		+5%	
Black Martian		+10%	+15%		+10%	+5%
White Martian		-5%			+10%	+10%
Yellow Martian					-5%	
Green Martian		+5%	+10%		-10%	-10%

The Original Edition Chymist Advancement Table

Level	Experience Points Required	Hit Dice	Title	Extracts Per Day						Special
				1	2	3	4	5	6	
1st	0	1d4	Mixer	1	-	-	-	-	-	Bomb 1d6
2nd	2,000	2d4	Mingler	2	-	-	-	-	-	Poison use, Discovery
3rd	4,000	3d4	Combiner	3	-	-	-	-	-	Bomb 2d6
4th	8,000	4d4	Aggregator	3	1	-	-	-	-	Discovery
5th	15,000	5d4	Compounder	4	2	-	-	-	-	Bomb 3d6
6th	30,000	6d4	Fusionist	4	3	-	-	-	-	Discovery
7th	45,000	7d4	Arranger	4	3	1	-	-	-	Bomb 4d6
8th	65,000	8d4	Composer	4	4	2	-	-	-	Discovery
9th	90,000	9d4	Chymist	5	4	3	-	-	-	Bomb 5d6
10th	180,000	9d6+2	Chymist	5	4	3	1	-	-	Discovery
11th	270,000	9d6+4	Chymist	5	4	4	2	-	-	Bomb 6d6
12th	360,000	9d6+6	Chymist	5	5	4	3	-	-	Discovery
13th	450,000	9d6+8	Chymist	5	5	4	3	1	-	Bomb 7d6
14th	540,000	9d6+10	Chymist	5	5	4	4	2	-	Discovery
15th	630,000	9d6+12	Chymist	5	5	5	4	3	-	Bomb 8d6
16th	720,000	9d6+14	Master Chymist	5	5	5	4	3	1	Discovery
16th	810,000	9d6+16	Master Chymist	5	5	5	4	4	2	Bomb 9d6
18th	900,000	9d6+18	Master Chymist	5	5	5	5	4	3	Discovery
19th	990,000	9d6+20	Master Chymist	5	5	5	5	5	4	Bomb 10d6
20th	1,080,000	9d6+22	Grandmaster Chymist	5	5	5	5	5	5	Grand Discovery

The Original Edition Saving Throw Table (Or use Magic-User)

Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	7
16-18	4	7	6	9	7
19+	2	3	4	7	5

Note: If using the OE retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 per level until reaching 3.

The Original Edition Chymist Skills Table						
Level	ID Potions	Open Locks	Traps	Brew Potions	Read Languages	Use Magic Device
1st	30%	5%	10%	50%	5%	5%
2nd	35%	10%	15%	55%	10%	10%
3rd	40%	15%	20%	60%	15%	15%
4th	45%	20%	25%	65%	20%	20%
5th	50%	25%	30%	70%	25%	25%
6th	55%	30%	35%	75%	30%	30%
7th	60%	35%	40%	80%	35%	35%
8th	65%	40%	45%	85%	40%	40%
9th	70%	45%	50%	90%	45%	45%
10th	75%	50%	55%	95%	50%	50%
11th	80%	55%	60%	100%	55%	55%
12th	85%	60%	65%	105%	60%	60%
13th	90%	65%	70%	110%	65%	65%
14th	95%	70%	75%	115%	70%	70%
15th	100%	75%	80%	120%	75%	75%
16th	105%	80%	85%	125%	80%	80%
17th	110%	85%	90%	130%	85%	85%
18th	115%	90%	95%	135%	90%	90%
19th	120%	95%	100%	140%	95%	95%
20th	125%	99%	105%	145%	100%	99%

The Basic and Expert Edition Chymist Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Extracts		Special
				1	2 3 4 5 6	
1st	0	1d4	Mixer	1	- - - - -	Bomb 1d6
2nd	2,000	2d4	Mingler	2	- - - - -	Poison use, Discovery
3rd	4,000	3d4	Combiner	3	- - - - -	Bomb 2d6
4th	8,000	4d4	Aggregator	3	1 - - - -	Discovery
5th	15,000	5d4	Compounder	4	2 - - - -	Bomb 3d6
6th	30,000	6d4	Fusionist	4	3 - - - -	Discovery
7th	60,000	7d4	Arranger	4	3 1 - - -	Bomb 4d6
8th	125,000	8d4	Composer	4	4 2 - - -	Discovery
9th	250,000	9d4	Chymist	5	4 3 - - -	Bomb 5d6
10th	375,000	9d6+2	Chymist	5	4 3 1 - -	Discovery
11th	500,000	9d6+4	Chymist	5	4 4 2 - -	Bomb 6d6
12th	625,000	9d6+6	Chymist	5	5 4 3 - -	Discovery
13th	750,000	9d6+8	Chymist	5	5 4 3 1 -	Bomb 7d6
14th	875,000	9d6+10	Chymist	5	5 4 4 2 -	Discovery
15th	1,000,000	9d6+12	Chymist	5	5 5 4 3 -	Bomb 8d6
16th	1,125,000	9d6+14	Master Chymist	5	5 5 4 3 1	Discovery
16th	1,250,000	9d6+16	Master Chymist	5	5 5 4 4 2	Bomb 9d6
18th	1.375,000	9d6+18	Master Chymist	5	5 5 5 4 3	Discovery
19th	1,500,000	9d6+20	Master Chymist	5	5 5 5 5 4	Bomb 10d6
20th	1,625,000	9d6+22	Grandmaster Chymist	5	5 5 5 5 5	Grand Discovery

The Basic/Expert Edition Saving Throw Table (Or use Magic-User)					
Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	7
16-18	4	7	6	9	7
19+	2	3	4	7	5

The Basic and Expert Edition Chymist Skills Table						
Level	ID Potions	Open Locks	Traps	Brew Potions	Read Languages	Use Magic Device
1st	30%	5%	10%	50%	5%	5%
2nd	35%	10%	15%	55%	10%	10%
3rd	40%	15%	20%	60%	15%	15%
4th	45%	20%	25%	65%	20%	20%
5th	50%	25%	30%	70%	25%	25%
6th	55%	30%	35%	75%	30%	30%
7th	60%	35%	40%	80%	35%	35%
8th	65%	40%	45%	85%	40%	40%
9th	70%	45%	50%	90%	45%	45%
10th	75%	50%	55%	95%	50%	50%
11th	80%	55%	60%	100%	55%	55%
12th	85%	60%	65%	105%	60%	60%
13th	90%	65%	70%	110%	65%	65%
14th	95%	70%	75%	115%	70%	70%
15th	100%	75%	80%	120%	75%	75%
16th	105%	80%	85%	125%	80%	80%
17th	110%	85%	90%	130%	85%	85%
18th	115%	90%	95%	135%	90%	90%
19th	120%	95%	100%	140%	95%	95%
20th	125%	99%	105%	145%	100%	99%

Potion	Material Cost (Total)	Difficulty Modifier
Antidote (1 HD Poisons)	100 (100)	+50
Bug Repellant	100 (100)	+50
Love	300 (300)	+50
Minor Healing	100 (100)	+50
Rainbow Hues	200 (200)	+50
Ventriloquism	200 (200)	+50
Sweet Water	200 (200)	+50
Agility / Fortitude	500 (1,000)	+25
Antidote (3 HD Poisons)	200 (400)	+25
Animal Control	250 (500)	+25
Beauty (Philtre)	250 (500)	+25
Clairaudience	250 (500)	+25
Fire Resistance	250 (500)	+25
Giant Strength (Hill)	500 (1,000)	+25
Growth	250 (500)	+25
Healing	200 (400)	+25
Levitation	250 (500)	+25
Oil of Sharpness, +1	100 (200)	+25
Plant Control	250 (500)	+25
Polymorph Self	200 (800)	+25
Undead Control (Skeleton/Zombie)	250 (500)	+25
Antidote (5 HD Poisons)	200 (1,000)	0
Clairvoyance	300 (1,500)	0
Climbing	300 (1,500)	0
Diminution	300 (1,500)	0
Fire Breath	400 (2,000)	0
Gaseous Form	300 (1,500)	0
Giant Control (Hill/Stone)	400 (2,000)	0
Giant Strength (Stone)	550 (2,750)	0
Health	350 (1,500)	0
Heroism	300 (1,500)	0
Invisibility	250 (1,250)	0
Invulnerability	350 (1,750)	0
Life	250 (1,250)	0
Oil of Sharpness, +2	200 (1,000)	0
Speed	200 (1,000)	0
Vitality	300 (1,500)	0
Antidote (7 HD Poisons)	300 (3,000)	-25%
ESP	500 (5,000)	-25%

Extra-Healing	400 (4,000)	-25%
Flying	500 (5,000)	-25%
Glibness (Philtre)	500 (5,000)	-25%
Giant Strength (Frost)	600 (6,000)	-25%
Oil of Acid Resistance	500 (5,000)	-25%
Oil of Sharpness, +3	300 (3,000)	-25%
Oil of Slipperiness	400 (4,000)	-25%
Oil of Timelessness	500 (5,000)	-25%
Persuasiveness (Philtre)	400 (4,000)	-25%
Super-Heroism	450 (4,500)	-25%
Undead Control (Ghoul/Ghast)	500 (5,000)	-25%
Water Breathing	400 (4,000)	-25%
Antidote (All Poisons)	400 (8,000)	-50%
Dragon Control (Specific Type)	500 (10,000)	-50%
Fiery Burning (Oil)	500 (10,000)	-50%
Freedom	500 (10,000)	-50%
Giant Control (Frost/Fire)	500 (10,000)	-50%
Giant Strength (Fire)	650 (13,000)	-50%
Human Control	500 (10,000)	-50%
Longevity	500 (10,000)	-50%
Luck	600 (12,000)	-50%
Merging	500 (10,000)	-50%
Oil of Etherealness	600 (12,000)	-50%
Oil of Sharpness, +4	400 (8,000)	-50%
Undead Control (Wraith/Spectre/Shadow)	600 (12,000)	-50%
Giant Control (Cloud)	600 (18,000)	-75%
Giant Strength (Cloud)	700 (21,000)	-75%
Oil of Disenchantment	500 (15,000)	-75%
Oil of Sharpness, +5	500 (15,000)	-75%
Sovereign Glue	1,000 (30,000)	-75%
Treasure Finding	600 (18,000)	-75%
Undead Control (Ghost/Vampire)	700 (21,000)	-75%
Ultimate Solution	1,000 (30,000)	-75%
Ambrosia	500 (20,000)	-100%
Dragon Control (Good/Evil)	1,000 (50,000)	-100%
Giant Control (Storm)	900 (45,000)	-100%
Giant Strength (Storm)	750 (35,000)	-100%
Oil of Elemental Invulnerability	1,000 (50,000)	-100%
Oil of Impact	750 (35,000)	-100%
Oil of Sharpness, +6	600 (30,000)	-100%
Youth	500 (25,000)	-100%

Sample Chymists

The lower level characters are generally meant to be possible henchmen or hirelings or people encountered in dungeons as part of rival parties.

Teora, 1st Level Human Chymist

Str 9 Int 17 Wis 13 Dex 16 Con 15 Cha 16, hp 6
AC 6(14) (Leather, -2 Dex) AL NG

Skills: IDP: 30%+5% OL:5%+5% F.RT: 20% BP: 50% RL: 5% UMD: 5%

Extracts Known (1 1st level per day):

1st: Comprehend Languages, Cure Light Wounds

Bombs: 1 per day, 1d6 each

Mutagenic Form (1 Hour): AC 5(15), hp 11

Teora is of average height and has glossy curly black hair worn to her shoulders. Her appearance is striking, but is offset by her no-nonsense personality.

She has little interest in adventuring, but does so occasionally to fund her research.

Herga, 2nd Level Half-Orc Chymist

Str 16 Int 15 Wis 9 Dex 16 Con 17 Cha 6, hp 14
AC 6(14) (Leather, -2 Dex) AL N

Skills: IDP: 35% OL:10%+5% F.RT: 30% BP: 55% RL: 10% UMD: 10%

Extracts Known (2 1st level per day):

1st: Change Self, Cure Light Wounds, Shield

Bombs: 2 per day, 1d6 each

Mutagenic Form (2 Hour): AC 5(15), hp 21, Cha 18

Discovery: Beautiful Mutagenic Form (18 Cha in mutagenic form, +1 hour duration)

Herga is a large, big boned woman with a rather flat face and stringy brownish hair. She despises her appearance and lives to use her mutagenic potion to transform into the still large but beautiful Aminda (as she dubs her mutagenic form), where she prowls the streets and bars for men. Outwardly she enjoys their horrified reaction the next morning, but inside it hurts and she longs for the day she can spend her whole life as Aminda.

Linaria, 2nd level Halfling Chymist

Str 9 Int 16 Wis 9 Dex 18 Con 16 Cha 13, hp 13

Skills: IDP: 35%+5%+10% OL:10%+5% F.RT: 30% BP: 55% RL: 10% UMD: 10%

Extracts Known (3 1st level per day):

1st: Enlarge, Cure Light Wounds, Purify Food & Drink

Bombs: 6 per day, 1d6 each

Mutagenic Form: None (+2 bombs, +1 extract per extract level per day)

Discovery: Bombadier (2 extra bombs per day)

Halfling chymists are not as rare as you might think, given that cooking, brewing, and baking are popular pursuits. A young halfling lady with curly brown hair and greens, Linaria also shares her people's love of culinary treats and hopes to produce magical ones. She also loves throwing things.

Divad Nabren, 7th Level Human Chymist

Str 8 Int 18 Wis 10 Dex 17 Con 16 Cha 13; hp 35

Skills: IDP: 35%+5%+10% OL:10%+5% F.RT: 30% BP: 55% RL: 10% UMD: 10%

Extracts Known (4/3/1 per day):

1st: Comprehend Languages, Change Self, Cure Light Wounds, Identify, Run, Shield

2nd: Esp, Invisibility Slow Poison

3rd: Cure Disease

Bombs: 7 per day, 4d6 damage

Mutagenic Form: AC 2 (5-3 Dex), hp 72, Str 19

Discoveries: Stress Induced Transformation, Strong Mutagenic Form x2

A mild mannered, likable middle aged man, Divad uses his chymist abilities to help and cure people. Unfortunately, trouble always seems to follow him and he's forced to wander from town to town.

Uncommon Potions

The potions are found in the 3rd volume of the magic compendium released in the 2e era and encompasses some potions from other sources

Agility – The imbiber's dexterity increases to 18

Antidote – This provides a +2 bonus to poison saves and limited immunity to poison while in effect based on the potency of the potion. The potency ranges from 3 HD monster poison, 7 HD monster poison (including most poison potions and poison traps), 15 HD monster poison, and most potent, all poisons.

Ambrosia – This is a potion of limited immortality, at least to regards to age. While the potion is in effect (1-4 years) the drinker does not age either naturally or magically (though spell use or monster attacks)

Blending – The imbiber may change colors, giving him a chameleon effect that makes him 90% undetectable

Bug Repellant – Small bugs cannot touch the drinker and larger ones must make a saving throw vs spells to do so.

Elasticity – For one turn (10 rounds or ten minutes) the imbiber may stretch himself (and equipment) up to 30'. While elastic, the user may not cast spells but only takes half damage from blunt weapons

Fortitude – The imbiber's constitution increases to 18, possibly granting him additional temporary hit points. Any damage taken while under the influence is applied to those temporary hit points first

Freedom – The drinker is immune to paralysis and *hold* spells (and similar effects)

Luck – The consumer may choose one result of a dice roll (to hit, damage, skill) within one hour of drinking the potion. This does not apply to GM rolls, only player

Minor Healing – Heals only 1d4 hit points of damage.

Potion Cost Multiplier (if special ingredient must be bought)

Difficulty Modifier	Cost Multiplier
+50	1x
+25	2x
0	5x
-25%	10
-50%	20x
-75%	30x
-100%	50x

Notes:

This is an adaption of the Alchemist class from the 3.75 edition of the game. I changed the name to "Chymist" because it doesn't fit the original old school alchemist archetype and should be seen as a different, more mad scientist, more adventurous form.

If you want that sort, there was a writeup in the official magazine and more recently, Charles Rice created one for his old school magic supplement for 1st edition that is quite nice and what I use in my game, though with some modifications and so I'll probably publish mine eventually.

Conversion wise, I stuck pretty close to the class in terms of its bomb and extract (spell) abilities, but went rather different on the mutagenic form

At first glance it's too powerful. But the bombs don't do all that much damage compared to a *fireball* and have a limited range in both area of effect and how far away the chymist can hit.

And thief abilities? Isn't that too much. Maybe, but it fits the idea of a mad scientist who knows some mechanics.

It's also an interesting jack of all trades character. It can server as a thief/rogue, healer, and does damage at a distance. And if necessary, can turn into a beast for melee.

Credits:

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Based on the Alchemist and Master Chymist classes from the 3.75 Edition, which in turn seems to owe some to Robert Louis Stevenson. The brewing potion system is inspired by the original one and Len Lakofka's breakdown of potions for his alchemist class in issue #45 of the official magazine. I used 7 categories instead of 4 and my own categorization, but he had the idea first.

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