Base Class

CLASSifieds
Apothecary

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Published by: Fat Goblin Games

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Apothecary

The study of alchemy is as old as the first kiln, as old as the first society, for mixing volatile things together fills a primal need in humans and other races alike. Not all users of alchemical magic use bombs or mutagens, though; some focus even more on the academic study of alchemy. These apothecaries spend their time learning new and exciting ways to use alchemical magic, making discoveries that transcend the very nature of alchemy. The ability to use metamixes to expand the power and utility of their spells brings them closer to wizards than simple alchemists. Most alchemical magic affects only the drinker directly, but an apothecary can also focus on creating effects deadly to groups of nearby enemies or a single enemy far away, or even learn to harness the spell magic of her mage brethren, distilling scrolls into special potions that can be used by all.

Weapon and Armor Proficiency: The apothecary is proficient with simple weapons and light armor, but not with shields.

Alchemy: Apothecaries are highly trained in the creation of mundane alchemical substances and magical potion-like extracts.

When using Craft (alchemy) to create an alchemical item, an apothecary gains a competence bonus equal to her class level on the skill check. In addition, an apothecary can use Craft (alchemy) to identify potions as if using detect magic. She must hold the potion for 1 round to attempt such a check.

Like an alchemist, an apothecary prepares her spells by mixing ingredients and a tiny fraction of her own magical power into a number of extracts, and then effectively casts the spell by drinking the extract. These extracts have powerful effects, but they are also bound to their creator. Extracts behave like spells in potion form, and as such their effects can be dispelled by dispel magic and similar effects, using the apothecary's level as the caster level.

An apothecary can create only a certain number of extracts of each level per day. Her base daily allotment of extracts per day is given on Table: Apothecary. In addition, she receives bonus extracts per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When an apothecary mixes an extract, she infuses the chemicals and reagents in the extract with magic siphoned from her own magical aura. An extract immediately become inert if it leaves the apothecary's possession, reactivating as soon as it returns to her keeping—an apothecary cannot normally pass out her extracts for allies to use. An extract, once created, remains potent for 1 day before losing its magic, so an apothecary must reprepare her extracts every day. Mixing an extract takes 1 minute of work.

Creating extracts consumes raw material, but the cost of those materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements; extracts that duplicate divine spells never have a divine focus requirement.

An apothecary prepares her extracts from the apothecary extract list, shown below. An apothecary can prepare an extract of any formula she knows. To learn or use an extract, an apothecary must have at least an Intelligence score equal to 10 + the extract's level. The saving throw DC for an apothecary's extract is equal to 10 + the extract's level + the apothecary's Intelligence modifier.

An apothecary may know any number of formulae. She stores her formulae in a special tome called a formula book. She must refer to this book whenever she prepares an extract. At 1st level, an apothecary starts with two 1st-level formulae of her choice, plus a number of additional formulae equal to her Intelligence modifier. At each new apothecary level, she gains one new formula for any level that she can create. An apothecary can also add formulae to her book just like a wizard adds spells to her spellbook, using the same costs, pages, and time requirements. A formula book costs as much as a spellbook. An apothecary can study a wizard's spellbook to learn any formula that is

equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An apothecary can also learn formulae from another apothecary's, investigator's, or alchemist's formula book (and vice versa). An apothecary does not need to decipher arcane writing before copying that formula.

Brew Potion: An apothecary gains Brew Potion as a bonus feat at 1st level.

Concoctions: At 1st level and every two levels thereafter, an apothecary learns to mix her extracts in special and powerful ways to increase their effectiveness in or out of combat. Some concoctions can only be chosen when the apothecary has met certain prerequisites, or attained a certain class level. Some concoctions have the keyword "Metamix" behind them -- these are very similar to the metamagic feats that spellcasters use, and enhancing an extract using a metamix causes the extract to take up an extract slot one or more level higher than normal. Metamixes must be chosen when the apothecary prepares her extracts, and cannot normally be added to a previously prepared extract. An apothecary cannot choose any given concoction more than once unless otherwise specified.

Bottled monsters: The apothecary adds *summon monster I* to her formula book as a 1st-level extract. When she prepares that extract, she actually prepares a tiny, preserved specimen of organic tissue in a bottle (as with a caster casting the spell, the apothecary doesn't have to choose the creature until she uses the extract). When the apothecary opens the bottle, the specimen animates and grows to normal size, serving her as per the spell and otherwise being treated as a summoned creature. When the duration expires, the preserved creature decays into powder. If the apothecary has the infusion discovery, another character can use the infused specimen. The Augment Summoning feat can be applied to these specimens. At 4th level and every 2 levels thereafter, the apothecary adds the next level of *summon monster* spell to her extract list as an extract of the highest level available to her (to a maxiumum of *summon monster IX* as a 9th level extract, gained at 18th level).

Contingent extract: Once per day, the apothecary may drink an extract of up to 4th level which has a range of "personal" and delay the extract's effects for up to a number of hours equal to her level. Any time during that duration, she may use an Immediate action to instantly gain the effects of the extract as if she had just drunk the extract. Using the contingent extract in this way does not provoke an attack of opportunity. The apothecary must be at least 12th level to choose this concoction.

Discovery: The apothecary may choose from the following list of Alchemist discoveries in place of a concoction, as long as she fulfills any required prerequisites. Treat the apothecary's alchemist level for as equal to her apothecary level for any prerequisites or effects of these discoveries.

alchemical zombie[UM], bottled ooze[UM], cognatogen[UM], combine extracts[APG], dilution[APG], elixir of life[APG], enhance potion[APG], eternal potion[APG], extend potion[APG], grand cognatogen[UM], grand inspiring cognatogen[ACG], greater cognatogen[UM], greater inspiring cognatogen[ACG], infusion[APG], inspiring cognatogen[ACG]

Distill scroll: The apothecary can extract the magic from a scroll and infuse its power into a potion. She must decipher arcane writing on the scroll before attempting to distill from it, and the spell to be distilled must be on the apothecary's spell list and be of 3rd-level or less, though she can distill scrolls of higher level spells than she can currently prepare. By mixing ingredients which cost an amount of gold equal to 15 gp x the spell level of the scroll x its caster level for one minute, the apothecary can distill the magic of that scroll into a potion which retains the same spell level and caster level as the scroll. The apothecary's own Intelligence score is used to determine saving throw DCs, if applicable. The distilled scroll is destroyed in this process. To choose this concoction, the apothecary must have the Brew Potion feat.

Distill greater scroll: The apothecary has learned to use her distill scroll concoction to extract the magic from more powerful scrolls. A number of times per day equal to her Intelligence modifier, she can distill a scroll of

a single spell into a special potion called a distillation. A distillation can be made of any spell which is on the apothecary's spell list which she can prepare. Distillations cost no gold to create, but becomes inert after 24 hours. Distillations act in all other ways like potions created using distill scroll. To choose this concoction, the apothecary must be at least 7th level and have the distill scroll concoction and the infusion[APG] alchemist discovery.

Empower extract (Metamix): All variable, numeric effects of the extract increase by 50%. Saving throws and opposed rolls are not affected, nor are extracts without random variables. An empowered extract takes up an extract slot two higher than normal.

Expanded distillations: The apothecary can distill a scroll of any spell with a range of personal or touch into a distillation (or potion, if the spell is 3rd level or lower), even if that spell is not on her spell list. Effects of the resultant distillations or potions are still dependent on the original scroll's caster level and spell level, and the spell level of the scroll cannot exceed the apothecary's current highest level of prepared extracts. The apothecary must have the distill scroll and distill greater scroll concoctions and be at least 12th level to choose this concoction.

Extend extract (Metamix): The extract's effects last twice as long as normal. An extended extract takes up an extract slot one higher than normal.

Focus extract (Metamix): When using an extract which affects or targets more than one creature, the apothecary can choose one target or creature within the spell effect. That creature's saving throw DC to resist the effects of the extract is increased by +2. She must choose which target to focus the extract on before drinking the extract. This metamix can only be applied to extracts which allow a saving throw to resist or lessen their effects. A focused extract takes up an extract slot one higher than normal.

Intensify extract (Metamix): An extract which deals damage to one or more creatures or targets, and that damage is dependent on the apothecary's level, the maximum number of damage dice is increased by 5 levels. No other variables of the spell are affected. The apothecary must have sufficient caster levels to surpass the normal maximum damage dice in order to benefit from this metamix. An intensified extract takes up an extract slot one higher than normal.

Quick metamix: A number of times per day equal to the apothecary's Intelligence modifier, she may apply the effects of a metamix which increases an extract's slot by one to an extract which was already prepared. This ability cannot be used to apply a metamix which causes an increase in extract level of more than one. The apothecary must be at least 8th level to choose this concoction.

Ray bounce: The apothecary can cause a ray to bounce between enemies. When the apothecary would miss a ranged touch attack with a ray, she can choose to roll a new ranged touch attack roll against a different target within 30 feet at a -5 penalty. At 10th level, the apothecary can bounce a missed spell to a third target, provided that the second ranged touch attack roll missed, with a -10 penalty.

Widen extract (Metamix): The apothecary can alter a burst, emanation, or spread-shaped extract to increase its area. Any numeric measurements of the extract's area increase by 100%. This metamix can only be used on an extract which has an area of effect, such as a cone or burst. A widened extract takes up an extract slot three higher than normal.

Tonics: An apothecary can prepare a small number of extracts each day that are not expended when used, similar to the cantrips which a wizard prepares. These extracts can be used over and over by simply sipping a small bit of the contents, allowing the apothecary to gain the effects many times before she must prepare the extracts again. Once prepared for the day, these tonics cannot be changed. The number of tonics which an apothecary can prepare each day appears on Table: Apothecary under the heading "0".

Transformative Elixir: At 20th level, the apothecary's research into alchemical magic reaches its pinnacle, allowing her to create a powerful elixir which gives her a permanent bonus. The elixir can only be used by the apothecary, and is chosen from the following list:

Eternal body (Su): The elixir gives the apothecary the gift of immortality. She no longer ages, and never takes penalties from aging, though she can still gain any positive effects of aging if she chooses to.

Incredible genius (Ex): The elixir grants the apothecary a permanent untyped +4 bonus to her Intelligence score, and gains the constant effects of both *comprehend languages* and *tongues*. She can also use all Knowledge checks as if she had a number of ranks invested in them equal to her class level.

Outsider's essence (Su): The elixir changes the apothecary's creature type to outsider (native). She gains DR 10/magic and adamantine, resistance 10 to acid, cold, electricity and fire, and grows a pair of wings which grant her a natural fly speed of 40 ft (good maneuverability). She can choose either feathered, angelic wings or leathery, batlike wings.

Apothecary extract list:

0 - *detect magic, detect poison, disrupt undead, guidance, haunted fey aspect, mage hand, ray of frost, read magic, resistance, touch of fatigue*

1st - *acid splash, adhesive spittle*[ACG], *air bubble*[UC], *ant haul*[APG], *anticipate peril*[UM], *blurred movement*[ACG], *body capacitance*[ACG], *burning hands, color spray, compel hostility*[UC], *comprehend languages, crafter's fortune*[APG], *cure light wounds, detect secret doors, detect undead, disguise self, ear-piercing scream*[UM], *endure elements, enlarge person, expeditious retreat, heightened awareness*[ACG], *identify, jump, keen senses*[APG], *long arm*[ACG], *mirror strike*[UM], *moment of greatness*[UC], *negate aroma*[APG], *obscuring mist, phantom blood*[ACG], *protection from chaos/evil/good/law, ray of enfeeblement, ray of sickening*[UM], *reduce person, repair undead*[ACG], *see alignment*[UC], *shield, shock shield*[UC], *stone fist*[APG], *technomancy*[TG], *touch of the sea*[APG], *true strike, vanish*[APG], *ventriloquism, vocal alteration*[UM], *youthful appearance*[UM]

2nd - *acid arrow, acute senses*[UM], *adoration*[UC], *aid, air step*[ACG], *alchemical allocation*[APG], *alter self, animal aspect*[UC], *barkskin,*

Designer's note on extract list:

The spells shown here are by no means the only extracts that a GM might allow an apothecary in her or her game to use. The apothecary drinks her extracts for spell effects, so any spell which goes on the apothecary list should either directly affect ONLY the person who drinks the extract, or should emanate in some way from the drinker. In general, most spells that are on the alchemist's extract list should be available to the apothecary. In addition, spells which have ray, cone, line or burst effects which originate from the apothecary should be included. Almost all Transmutation spells should be at least considered, and most Divination spells would also fit the apothecary's concept. Very few Conjuration spells fit the apothecary's spellcasting concept, as drinking an extract doesn't feel like a reasonable way to summon creatures or items, with the exception of spells like *vomit swarm*.

bear's endurance, bestow weapon proficiency[UC], *blood transcription*[UM], *blur, bullet shield*[UC], *burning gaze*[APG], *cat's grace, cure moderate wounds, cushioning bands*[UM], *darkvision, defensive shock*[UM], *delay pain*[UM], *delay poison, detect thoughts, eagle's splendor, elemental speech*[APG], *elemental touch*[APG], *extreme flexibility*[ACG], *false life, fire breath*[APG], *fox's cunning, ghostly disguise*[UM], *glide*[APG], *heroic fortune*[APG], *investigative mind*[ACG], *invisibility, kinetic reverbration*[UC], *lesser restoration, levitate, mirror image, owl's wisdom, percieve cues*[APG], *protection from arrows, protective penumbra*[UM], *resist energy, scorching ray, skinsend*[UM], *spider climb, see invisibility, sonic scream*[ACG], *spectral hand, vomit swarm*[APG], *whip of spiders*[ACG]

3rd - *ablative barrier*[UC], *arcane sight, aura sight*[ACG], *blink, blood biography*[APG], *burrow*[UM], *cure serious wounds, displacement, distracting cacophany*[UM], *draconic reservoir*[APG], *elemental aura*[APG], *eruptive pustules*[UM], *fly, gaseous form, haste, heroism, invisibility sphere, lightning bolt, magic circle against chaos/evil/good/law, monstrous physique I*[UM], *nondetection, pierce disguise*[ACG], *protection from energy, rage, ray of exhaustion, resinous skin*[UC], *seek thoughts*[APG], *silver darts*[ACG], *tongues, touch injection, undead anatomy I*[UM]

4th - *adjustable polymorph*[ACG], *cure critical wounds, detonate, dimension door, dragon's breath, elemental body I, enervation, eyes of the void*[ACG], *fear, fire shield, greater animal aspect*[UC], *greater darkvision*[UM], *greater false life*[UM], *greater invisibility, lesser globe of invulnerability, monstrous physique II*[UM], *remove curse, shocking image*[UC], *shadow projection*[APG], *shout, stoneskin,*

5th - *acidic spray*[UM], *animal growth, cone of cold, echolocation*[UM], *elemental body II, fire snake*[APG], *life bubble*[APG], *monstrous physique III*[UM], *overland flight, planar adaptation, polymorph, spell absorption, undead anatomy II*[UM], *vampiric shadow shield*[ACG], *waves of fatigue, whip of centipedes*[ACG]

6th - *antimagic field, banshee blast*[ACG], *chain lightning, cold ice strike*[UM], *contagious flame*[APG], *disintegrate, elemental body III, fluid form*[APG], *form of the dragon I, globe of invulnerability, greater heroism, legend lore, monstrous physique IV*[UM], *repulsion, sonic form*[ACG], *transformation, true seeing, undead anatomy III*[UM], *whip of ants*[ACG]

7th - *caustic eruption*[UM], *elemental body IV, ethereal jaunt, form of the dragon II, giant form I, greater arcane sight, greater polymorph, greater restoration, heal, ice body*[UM], *ki shout*[UM], *power word blind, project image, regenerate simulacrum, resonating word*[UM], *spell turning, statue, waves of ecstasy*[UM]

8th - *clone, discern location, form of the dragon III, frightful aspect*[UC], *giant form II, greater shout, greater spell absorption*[ISM], *greater spell immunity, iron body, moment of prescience, polar ray, power word stun, protection from spells, seamantle*[APG], *stormbolts*[APG], *sunburst*CRB, *undead anatomy IV*[UM]

9th - *energy drain, fiery body*[APG], *heroic invocation*[UC], *overwhelming presence*[UM], *power word kill, prismatic sphere, ride the lightning*[UM], *shapechange, time stop, wail of the banshee, winds of vengeance*[APG]

*ACG = Advanced Class Guide, APG = Advanced Players' Guide, ISM = Inner Sea Magic, TG = Technology Guide, UC = Ultimate Combat, UM = Ultimate Magic

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Base Class

Table: The Apothecary

Level	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+2	+0	Alchemy, Tonics, Brew Potion, Concoction	3	2	-	-	-	-	-	-	-	-
2	+1	+3	+3	+0		4	2	-	-	-	-	-	-	-	-
3	+1	+3	+3	+1	Concoction	4	3	-	-	-	-	-	-	-	-
4	+2	+4	+4	+1		4	3	2	-	-	-	-	-	-	-
5	+2	+4	+4	+1	Concoction	4	3	2	-	-	-	-	-	-	-
6	+3	+5	+5	+2		4	4	3	2	-	-	-	-	-	-
7	+3	+5	+5	+2	Concoction	4	4	3	2	-	-	-	-	-	-
8	+4	+6	+6	+2		4	4	3	3	2	-	-	-	-	-
9	+4	+6	+6	+3	Concoction	4	4	4	3	2	-	-	-	-	-
10	+5	+7	+7	+3		4	4	4	3	3	2	-	-	-	-
11	+5	+7	+7	+3	Concoction	4	4	4	4	3	2	-	-	-	-
12	+6/+1	+8	+8	+4		4	4	4	4	3	3	2	-	-	-
13	+6/+1	+8	+8	+4	Concoction	4	4	4	4	4	3	2	-	-	-
14	+7/+2	+9	+9	+4		4	4	4	4	4	3	3	2	-	-
15	+7/+2	+9	+9	+5	Concoction	4	4	4	4	4	4	3	2	-	-
16	+8/+3	+10	+10	+5		4	4	4	4	4	4	3	3	2	-
17	+8/+3	+10	+10	+5	Concoction	4	4	4	4	4	4	4	3	2	-
18	+9/+4	+11	+11	+6		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+11	+11	+6	Concoction	4	4	4	4	4	4	4	4	3	3
20	+10/+5	+12	+12	+6	Transformative Elixir	4	4	4	4	4	4	4	4	4	4

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