

THE GENIUS GUIDE TO
THE CRUORCHEMIST



Agrestasaurus

EVERYTHING MUST RAAWR!



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THE CRUORCHEMIST

"Yes I consumed the blood, for the blood is not merely me. The blood is all who before me walked and breathed, danced and sang or murdered and wept. Through it... I become."

*—Arlo Von Mergenith,
Cruorchemist on the eve of his execution.*

Much like sorcerers, the cruorchemist draws power from her unusual ancestry, yet her familial ties are far less obvious and much of her powers are recessive and lie dormant. She can draw upon this power to cast a limited number of spells, but lacks the efficacy possessed by a true sorcerer. For this reason, she learns to manipulate the innate magical power that flows within her blood, and uses alchemical processes to refine and concentrate these magical energies to create distillations that unlock bloodline abilities and greatly enhance her spells.

Role: The cruorchemist concentrates her powers on the manipulation and mastery of a limited number of spells and bloodline powers. While she lacks flexibility in the number of spells she can access, as she progresses she learns to consistently push these manipulations to the extreme to create potent and highly personalized spell effects far the ability of other arcane spellcasters.

Alignment: Any

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The cruorchemist's class skills are Appraise (Int), Bluff (Cha), Craft (any) (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cruorchemist.

Weapon and Armor Proficiency: Cruorchemists are proficient with all simple weapons. They are also proficient with light armor, but not with shields. Regardless, armor interferes with a cruorchemist's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor).

Distillation: Cruorchemists manipulate samples of their own blood to brew distillations, alchemical fluids that serve as the principle component for boosting their spells and activating their powers. Following a highly individualized alchemical process, they drain, concentrate, and preserve their blood into dark viscous fluid. The distillation is then stored in small vials, each containing a single dose. A cruorchemist's distillations represents a unique mixture that only interacts with her own biochemistry and the effects of consuming a distillation only affect the cruorchemist from whose blood the distillation was created. A cruorchemist can consume one distillation plus a number of distillations equal to 1 + her Intelligence modifier as a swift action. Much like spell components, they are consumed as part of the spell and they are consumed even if the spell is interrupted or lost.

At 1st level a cruorchemist can craft up to 3 distillations plus an additional number of distillations equal to her Constitution modifier. A cruorchemist learns to increase her maximum number of distillations as she gains levels.

At 5th level and every 5 levels there after, she increases her maximum number of distillations by +1.

Preparing a distillation requires 1 hour. Once created, a distillation lasts until it is consumed, however the cruorchemist cannot maintain more than her maximum number of distillations. If she attempts to do so, she simply fails to create more distillations and is unable to concentrate any more power outside of her body.

Sorcerous Bloodline: A cruorchemist must pick one sorcerer's bloodline upon taking her first level of cruorchemist. Once made, this choice cannot be changed. The cruormancer cannot willfully manifest her bloodline power, instead she may only activate it by consuming a distillation. The cruorchemist doesn't gain bonus spells or bonus feats associated with her bloodline, however she is free to learn any of her chosen bloodline's spells or feats. She also gains her bloodline's class skill.

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TABLE 1: CRUORCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Distillation, distill bloodline power, spells	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Distill mutagen	1	—	—	—	—	—
3rd	+2	+3	+3	+1	<u>Metadistillation</u>	1	—	—	—	—	—
4th	+3	+4	+4	+1	Bonus metamagic feat	2	1	—	—	—	—
5th	+3	+4	+4	+1	Bonus distillation	2	2	—	—	—	—
6th	+4	+5	+5	+2	Metaspell slot 3 rd -level	2	3	—	—	—	—
7th	+5	+5	+5	+2	Bonus metamagic feat, homunculus	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Metaspell slot 4 th -level	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Bonus metamagic feat, <u>metadistillation (bloodline)</u>	4	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Bonus distillation, 1 st homunculus enhancement, metaspell slot 5 th -level	4	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Bonus metamagic feat	4	4	4	2	—	—
12th	+9/+4	+8	+8	+4	2 nd homunculus enhancement, metaspell slot 6 th -level	4	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Bonus metamagic feat	4	5	4	3	1	—
14th	+10/+5	+9	+9	+4	3 rd homunculus enhancement, homunculus enhancements x2, metaspell slot 7 th -level	4	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Bonus distillation, bonus metamagic feat	4	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	4 th homunculus enhancement, metaspell slot 8 th -level	4	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Bonus metamagic feat	4	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	5 th homunculus enhancement, metaspell slot 9 th -level	4	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Bonus metamagic feat	4	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Bonus distillation, 6 th homunculus enhancement, homunculus enhancements x3, metaspell slot 10 th -level	4	5	5	5	5	5

SPELLS

A cruorchemist casts arcane spells drawn from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a cruorchemist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cruorchemist's spell is 10 + the spell level + the cruorchemist's Intelligence modifier.

Like other spellcasters, a cruorchemist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 1: Cruorchemist**. In addition, she receives bonus spells per day if she has a high Intelligence score (see *Pathfinder Roleplaying Game Core Rulebook* for Ability Modifiers and Bonus Spells).

A cruorchemist's selection of spells is extremely limited. A cruorchemist begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new cruorchemist level, she gains one or more new spells, as indicated on **Table 2: Cruorchemist Spells Known**. (Unlike spells per day, the number of spells a cruorchemist knows is not affected by her Intelligence score; the numbers on **Table 2: Cruorchemist Spells Known** are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the cruorchemist has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered cruorchemist level after that (6th, 8th, and so on), a cruorchemist can choose to learn a new spell in place of one she already knows. In effect, the cruorchemist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A cruorchemist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric a cruorchemist need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Cruorchemist can also use her distillations to cast spells. To use distillations in this fashion, the

cruormancer must consume a number of distillations equal to the level of the spell she desires to cast. If she chooses to cast a spell using a distillation, she doesn't use up her spell slot, however she can only use distillations to cast spells she knows.

Distill Mutagen: At 2nd level, a cruorchemist can transform her distillations into mutagens that she can imbibe in order to heighten her physical prowess at the cost of her personality. When a cruorchemist transforms a distillation into a mutagen, she selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the cruorchemist to grow bulkier and more bestial, granting her a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per cruorchemist level. In addition, while the mutagen is in effect, the cruorchemist

TABLE 2: CRUORCHEMIST SPELLS KNOWN

Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	3	—	—	—	—	—
3rd	4	—	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	5	4	—	—	—	—
7th	5	4	2	—	—	—
8th	5	4	3	—	—	—
9th	6	5	4	—	—	—
10th	6	5	4	2	—	—
11th	6	5	4	3	—	—
12th	7	6	5	4	2	—
13th	7	6	5	4	3	—
14th	7	6	5	4	4	2
15th	8	7	6	5	4	3
16th	8	7	6	5	4	4
17th	8	7	6	5	4	4
18th	8	7	6	5	4	4
19th	9	8	7	6	5	4
20th	9	8	7	6	5	5

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takes a -2 penalty to one of her mental ability scores. If the mutagen enhances her Strength, it applies a penalty to her Intelligence. If it enhances her Dexterity, it applies a penalty to her Wisdom. If it enhances her Constitution, it applies a penalty to her Intelligence.

A non-cruorchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the cruorchemist's level + the cruorchemist's Intelligence modifier) or become nauseated for 1 hour—a non-cruorchemist can never gain the benefit of a mutagen, but a cruorchemist can gain the effects of another cruorchemist's mutagen if she drinks it. (Although if the other cruorchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever a cruorchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Metadistillation: At 3rd level, a cruorchemist learns to use her distillations to alter the effects any metamagic feats she knows. Rather than expending a spellslot, she consumes an equal amount of distillations to cover the spell slot cost. She cannot use feats that would raise the spell level above the maximum spell level she can cast.

For example, Athineia wants to cast an *enlarged grease* spell. The Enlarged Spell feat requires +1 spell level above the base spell level, however she doesn't want to use up her last available second level spellslot. Instead, she consumes one of her distillations, which allows her to cast the spell using the Enlarged Metamagic feat allowing her to retain her 2nd-level spellslot.

At 9th level she may also use her distillations to apply the effects of any of her known metamagic feats to her bloodline powers.

Bonus Metamagic Feat: At 4th level, the cruorchemist gains a bonus metamagic feat. At 7th level, and every other level thereafter until 19th level, the cruorchemist gains an additional bonus metamagic feat.

Metaspell Slot: At 6th level, a cruorchemist gains the ability to use her metamagic feats to enhance her spells so that they are of a greater spell level than spells she would normally be able to cast,

as determined by her normal number of spells per day. She gains a metaspell slot, representing the maximum spell level to which she can boost her spell. Metaspell slots aren't actual spell slots and cannot be used up, however they cannot be activated without consuming the appropriate number of distillations.

For example, at 6th level Athineia cannot cast any 3rd-level spells, however her metaspell slot allows her to create a *sickening magic missile spell* which would normally require a third level spell slot (1st level spell +2 slots for the sickening feat). To cast the spell, she may either use 2 distillations or spend a 2nd level spell slot and use one distillation to cover the level increase costs.

At 8th-level and every other level thereafter, the cruorchemist gains an additional metaspell slot, increasing her ability to cast metamagically enhanced spells by +1 spell level to a maximum spell level equivalent of 10th level at 20th level (allowing her to cast a quickened 6th level spell).

Homunculus: At 7th level the cruorchemist can create a homunculus as if she had the Craft Construct feat. One constructed, she must use one of her distillations to activate the homunculus. The homunculus remains active for the next 24-hours, after which it becomes dormant until reactivated with another distillation. A cruorchemist can only activate a single homunculus at a time. If she creates multiple homunculi, and attempts to activate them all, only the most recently activated homunculus activates. All previously activated homunculus become dormant.

Enhance Homunculus: At 10th a cruorchemist learns to brew one of her distillations to temporarily give her homunculus an enhancement. When she first gains this ability, the cruorchemist only learns one enhancement. Once chosen, she cannot change the enhancement, however as she progresses, she learns an additional enhancement every other level until she reaches 20th level. An enhancement lasts for 10 minutes per caster level. Regardless of how many enhancements a cruormancer knows, she may only bestow a single enhancement upon her homunculus at one time. At 14th level and again at 20th level, the cruormancer learns to apply an additional enhancement to a single homunculus.

HOMUNCULUS ENHANCEMENTS

Acid Breath: the homunculus gains the ability to spit a 15-foot-line of acid. This is a breath weapon that deals 1d6 points of acid damage per 2 Hit Dice of the homunculus. The damage from this attack can be halved with a successful Reflex save (DC 10 + 1/2 the homunculus's HD). Cost: 2 distillations.

Extra Eyes: the homunculus sprouts additional eyes, granting it the all-around vision special quality and a +4 racial bonus on Perception checks. Cost: 2 distillations

Spell-Like Ability: the cruorchemist can imbue the homunculus with the ability to cast one of her 1st – 3rd level spells 1 per day as a spell-like ability. Cost: 1 distillation per spell level

Spit Poison: the homunculus gains the ability to spit its poison as a ranged touch attack that deals no damage but exposes the victim to the poison's effect as though it were a contact poison. The ability has a range of 15 feet with no range increment. Cost: 2 distillations

Toughened Hide: the homunculus increases its natural armor bonus to AC by 1, 2, or 3. Cost: 1 distillation (+1), 2 distillations (+2), or 3 distillations (+3).

Voice: the homunculus gains the ability the ability to speak in a voice that sounds eerily like a diminutive version of its master's. Cost: 1 distillation

NEW FEATS

ASPECT OF THE HOMUNCULUS

You are able to use distillations to temporarily transfer homunculus abilities to yourself.

Prerequisites: Distillation class ability

Benefit: For the cost of 1 distillation you may transfer the following homunculus characteristics to yourself for two rounds. For the duration of time the cruorchemist assumes the homunculus characteristics, the homunculus loses these same characteristics.

Limited Fly (Su) In a ripping tear of blood, you sprout tiny leathery bat wings. The wings

grant you the fly ability as per your homunculus for speed and quality. However, the small wings only allow you to reach a height of two inches off the ground for the two round duration. During this period your homunculus loses its fly ability.

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Bond (Sp) You forge a telepathic bond among yourself and a number of willing creatures, as per the spell telepathic bond, however the duration is limited to two rounds. During this period the homunculus loses its telepathic link ability.

EXTRA DISTILLATION

You are able to brew an extra distillation

Prerequisites: Distillation class ability

Benefit: You gain 1 additional distillation per day.

ENHANCE FAMILIAR

You are able to use your distillations to give your familiar a limited number of supernatural powers

Prerequisites: enhance homunculus, familiar

Benefit: You may use your distillations upon your familiar to temporarily grant it any homunculus enhancement you know, as if it were a homunculus you created. You cannot place more enhancements on your familiar than you would be able to place on a homunculus as determined by your cruorchemist class level. Neither can you place an enhancement on your familiar and a homunculus. If a cruorchemist attempts to do so, only the most recently enhanced creature gains the benefit.

CRAFT ADVANCED HOMUNCULUS

You have unlocked the secrets and techniques for making your homunculi more powerful

Prerequisites: homunculus class ability or Craft Construct

Benefit: Whenever you create a new homunculus, you may opt to use more rare and powerful materials that grant the homunculus the advanced creature template. The materials increase the construction cost by 50%.



ARCHETYPE

CRUORMORPH

While the crurochemists seeks to explore the supernatural powers of their blood through alchemical processes,

the cruormorph takes this approach to the extreme. Her goal is simple, to transform herself mentally and physically into the very embodiment of her mysterious ancestors. To achieve this, she eschews her spellcasting abilities and instead limits her focus to optimizing those abilities granted to her by her mysterious bloodline. It is these abilities alone that she develops, amplifying and heightening them to produce extreme and terrifying supernatural powers beyond the scope of what others believe possible.

Enhanced Bloodline: You gain the bloodline class ability as per a sorcerer and may also use your distillations to activate your bloodline powers or cast any bloodline spell as a spell-like ability. You gain access to bloodline spells as would a sorcerer whose class level is equal to your crurochemist level.

This replaces ability spells.

Metabloodline: At 3rd level, the cruormorph may use her distillations to apply any metamagic feat she knows to her bloodline power or any bloodline spells. This ability replaces metadistillation.

Self-enhancement: At 7th level, the cruormorph learns to create a distillation that when consumed allows her to apply any one homunculus enhancement to herself. The effects last for 5 minutes + 1 minute per cruormorph level.

She must choose the specific enhancement at the time she gains this ability, and thereafter it cannot be changed. At 10th level and once every three levels thereafter, she learns an additional enhancement until she reaches a maximum of 5 enhancements at 19th level.

This ability replaces metaslot.

Meta self-enhancement: At 10th level, the cruormorph may use her distillations to apply any metamagic feat she knows to her self-enhancements.

This ability replaces homunculus.

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