

ISSUE  
15

FILES FOR EVERYBODY

# ALCHEMICAL TATTOOS



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# FILES FOR EVERYBODY ALCHEMICAL TATTOOS

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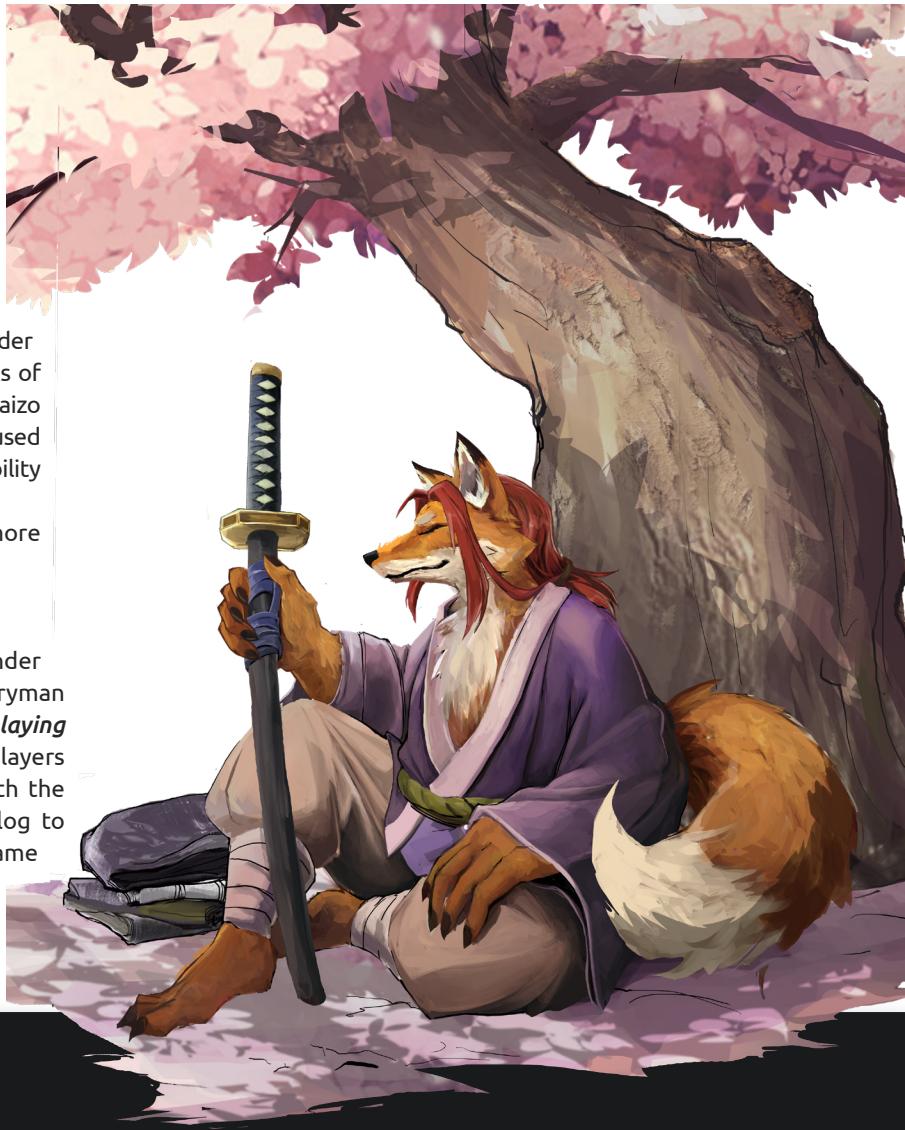
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Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with

Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

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## FILES FOR WHO?

This product includes new alchemist options, feats, and alchemical equipment that allow alchemists to function proficiently in an entirely different style of combat: melee. These options; the feature, feats, and equipment, are listed as Common because tattoo artistry is commonplace in most societies. However, if tattoos are rare or taboo in your campaign setting, consider making these options Uncommon or even Rare as appropriate.

## IN THE WORLD...

People with tattoos face a fair bit of stigmatism in some parts of the world, specifically countries where having a tattoo is equated to maiming or defiling the sanctity of one's body. When using these tattoo options in your game, consider the real-world cultures where tattoo artistry is a respected and culturally significant tradition, a means of self-expression and ancestral identity rather than something negative. While it's okay for an individual or two to be apprehensive about getting tattoos of their own (after all, the process can be painful), alchemical tattoos are intended to be a personal choice, something anyone has the right to possess if they wish.

# ALCHEMIST OPTIONS

Often viewed by common folk with an excessive amount of suspicious, alchemists are often souls born before their times, possessing a scientific curiosity that far exceeds that of other fellows. From grenadiers who gleefully mix volatile materials together into potent alchemical bombs to mad chemists who mix formulae capable of twisting flesh and reshaping bone, alchemy is capable of performing miracles both fantastic and horrifying. The following section introduces new options and feats available to alchemist characters, enabling them to utilize alchemical equipment in new and wondrous ways.

## ALCHEMIST RESEARCH FIELD

The art of cypher tattoos, by nature, loans itself to research and study by alchemists. The following research field is Common.

### CYPHER TATTOOIST

You specialize in the creation, application, artistry, and utility of cypher tattoos. You start with the formulas for two cypher tattoos in your formula book, in addition to your other formulas.

When you use advanced alchemy to create an alchemical tattoo, instead of creating a batch of two of that item, you can create one of that item and etch it onto a willing creature as if using Crafting to Apply Tattoos. You ignore the usual amount of time required to create and apply the tattoo, as well as any alchemical reagent requirements. When you use Quick Alchemy, you can either use one batch of infused reagents to create an alchemical tattoo or etch a tattoo you've already created onto yourself. You can etch an alchemical tattoo that doesn't have the infused trait onto yourself in this manner, expending one infused regents normally.

If you have the double brews feature, you can spend two infused regents using Quick Alchemy to create two alchemical tattoos, apply two alchemical tattoos to yourself, or create and apply one alchemical tattoo to yourself. If you have the alchemical alacrity feature, you can spend three infused regents using Quick Alchemy to create and apply one alchemical tattoo to yourself and either create a second alchemical tattoo or apply a second alchemical tattoo to yourself.

**Perpetual Infusions:** Lesser flickering flame tattoo and lesser unyielding earth tattoo.

**Perpetual Potency:** The moderate versions of the cypher tattoos you chose for perpetual infusions.

**Greater Field Discovery:** The first time you activate a cypher tattoo you've applied to yourself, it is not consumed. You can activate it a second time, but you must use a different activation method than the first one you used. It is consumed after the second activation.

## 1ST-LEVEL ALCHEMIST FEATS

### DECRYPTED DEFENDER STANCE ♦ FEAT 1

ALCHEMIST | STANCE

**Requirements** You have used an envision component to activate an alchemical cypher tattoo within the last 5 rounds.

You harness the leftover power of your cypher tattoo to protect yourself and defend your allies. While in this stance, you can make decrypted smash attacks. These deal 1d6 bludgeoning damage; are melee attacks in the club group; and have the agile, finesse, free-hand, parry, and thrown (10 feet) traits. Use your proficiency with alchemical bombs for Strikes with your encrypted slashes instead of your proficiency with knives.

### ENCRYPTED ATTACKER STANCE ♦ FEAT 1

ALCHEMIST | STANCE

**Requirements** You have used an Interact component to activate an alchemical cypher tattoo within the last 5 rounds.

You weave the ambient energy of your cypher tattoo into a deadly weapon with which you attack your foes. While in this stance, you can make encrypted slash attacks. These deal 1d6 slashing damage; are melee attacks in the knife group; and have the agile, deadly d8, finesse, free-hand, and thrown (10 feet) traits. Use your proficiency with alchemical bombs for Strikes with your encrypted slashes instead of your proficiency with knives. When you make a thrown Strike with an encrypted slash, the energy flies back to your hand after the Strike is complete, even if your hands are full when the energy returns.

## 2ND-LEVEL ALCHEMIST FEATS

### AMBIENT SPIKE ♦ FEAT 2

ALCHEMIST

**Prerequisites** Decrypted Defender Stance or Encrypted Attacker Stance

**Requirements** You are in Decrypted Defender Stance

or Encrypted Attacker Stance.

You form devastating weapons when channeling ambient power from your cypher tattoos. Your decrypted smash and encrypted slash attacks gain the versatile (P) weapon trait and replace the thrown (10 feet) weapon trait with the thrown (20 feet) weapon trait.

#### 4TH-LEVEL ALCHEMIST FEATS

##### MOMENTOUS AMBIENCE

FEAT 4

ALCHEMIST

**Prerequisites** Decrypted Defender Stance or Encrypted Attacker Stance

**Requirements** You are in Decrypted Defender Stance or Encrypted Attacker Stance.

You're able to better control and maintain the momentum of your cypher tattoo's lingering energies. Your decrypted smash and encrypted slash attacks gain the backswing and swipe weapon traits.

#### 6TH-LEVEL ALCHEMIST FEATS

##### POTENT ASSAILANT

FEAT 6

ALCHEMIST

**Prerequisites** Encrypted Attacker Stance

**Requirements** You are in Encrypted Attacker Stance.

You brandish leftover energies from your cypher tattoos with lethal proficiency. Replace your encrypted slash attack's deadly d8 weapon trait with the fatal d8 weapon trait.

##### POTENT PROTECTOR

FEAT 6

ALCHEMIST

**Prerequisites** Decrypted Defender Stance

**Requirements** You are in Decrypted Defender Stance.

You weave leftover energies from your cypher tattoos into an unbreakable bulwark. When you use your deflected smash attack's parry weapon trait, the AC bonus you receive increases to +2. Alternatively, you can choose to increase the stance's bonus to +4, but if you do you leave Decrypted Defender Stance at the start of your next turn; even if you leave Decrypted Defender Stance in this way, you can reenter the stance normally as long as the stance's requirements are met.

#### 8TH-LEVEL ALCHEMIST FEATS

##### MUTATING TATTOO

FEAT 8

ADITIVE 2 ALCHEMIST

**Trigger** You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix mutagens into the ink

of your cypher tattoos, granting them mutagenic properties beyond those normally displayed. You can spend 2 additional batches of infused reagents to craft a mutagen and add it to an alchemical tattoo that you apply to yourself. The mutagen must be at least 2 levels lower than your advanced alchemy level, and the resulting tattoo is an alchemical item 2 levels higher than the higher level of the mutagen and the tattoo. The poison gains the infused trait, so it loses potency for 24 hours or until your next daily preparations, even if mixed into a tattoo that lacks this trait.

When you activate a mutating tattoo, you are also affected as if you had imbibed the chosen mutagen.

#### POISONED TATTOO

FEAT 8

ADITIVE 2 ALCHEMIST

**Trigger** You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix poison into your cypher tattoos, allowing you to poison those you Strike or who Strike you. You can spend 2 additional batches of infused reagents to craft a poison and add it to an alchemical tattoo that you apply to yourself. The poison you create must be at least 2 levels lower than your advanced alchemy level, and the resulting tattoo is 2 item levels higher than the higher of the poison and the tattoo. The poison gains the infused trait, so it loses potency for 24 hours or until your next daily preparations, even if mixed into a tattoo that lacks this trait.

When you activate a poisoned tattoo, your next successful unarmed attack, decrypting smash attack, or encrypting slash attack made before the end of your next turn applies the added poison to the target of your attack.

#### 10TH-LEVEL ALCHEMIST FEATS

##### BURSTING CYPHER

FEAT 10

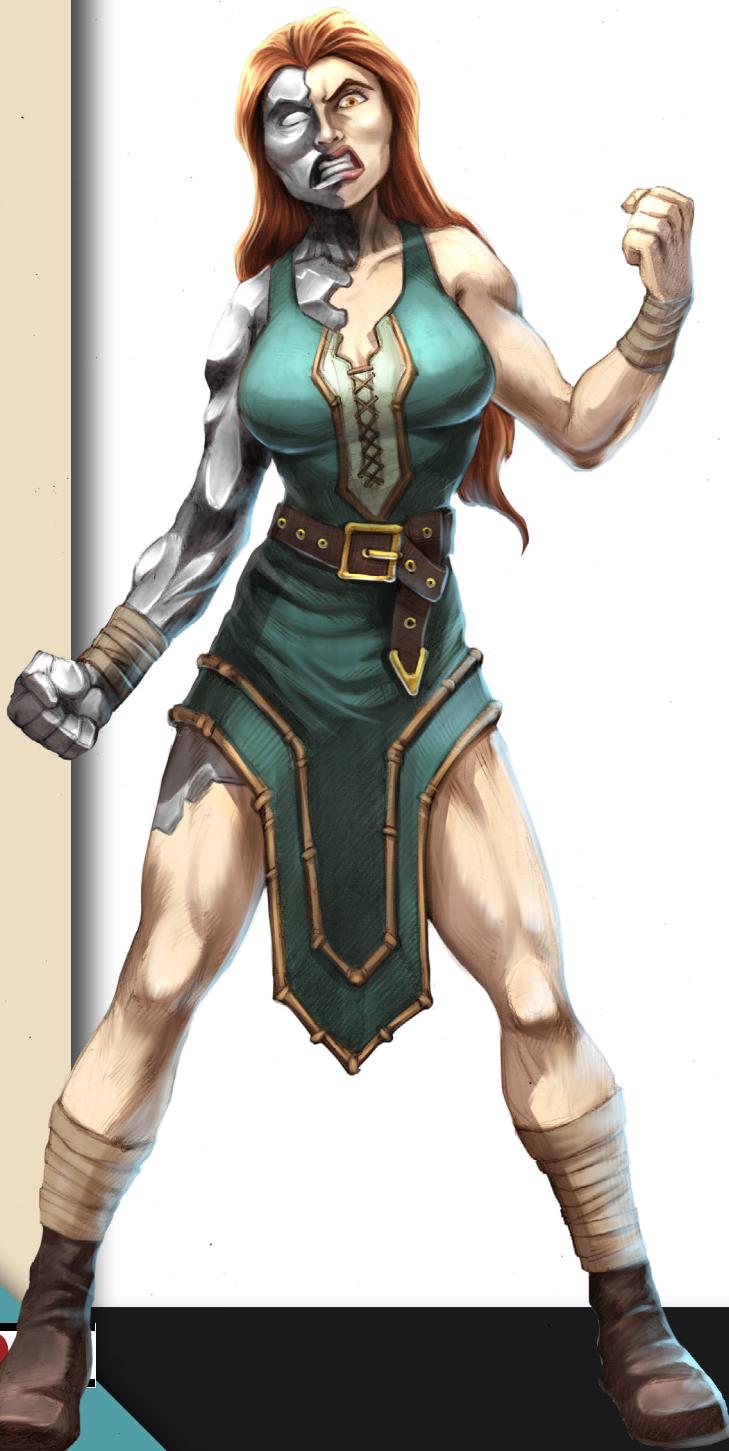
ADITIVE 4 ALCHEMIST

**Prerequisites** Decrypted Defender Stance or Encrypted Attacker Stance

**Trigger** You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 4 levels lower than your advanced alchemy level.

You developed techniques that allow your decrypted smash and encrypted slash attacks to explode with the force of an alchemical bomb. You can spend 4 additional batches of infused reagents to craft a bomb and add it an alchemical tattoo that you apply to yourself. The bomb must also be at least 4 levels lower than your advanced alchemy level, and the resulting tattoo is an alchemical item two levels higher than the higher of the bomb and the tattoo.

When you activate the tattoo and enter either Decrypted Defender Stance or Encrypted Attacker Stance before the end of your next turn, the attack granted to you by that stance is enhanced for 2 rounds or until you leave the stance. During this time, your decrypted smash attacks (if you entered Decrypted Defender Stance) or your encrypted slash attacks (if you entered Encrypted Attacker Stance) replace their agile weapon trait with all weapon traits possessed by the bomb you added to the tattoo except for the following: alchemical, bomb, and consumable. If the bomb has the splash trait, thrown attacks with your decrypted smash or encrypted slash attacks deal the bomb's listed splash damage, but melee attacks don't.



Any Strikes with such an attack that critically hits an opponent deals additional damage and effects to that opponent as if you had hit them with the added bomb. For example, if the added bomb is a moderate thunderstone, creatures within 10 feet of the target must attempt a Fortitude save or be deafened.

## 12TH-LEVEL ALCHEMIST FEATS

### DECRYPT AND DENY

FEAT 12

#### ALCHEMIST

**Prerequisites** Decrypted Defender Stance

**Trigger** You take damage from a physical attack.

**Requirements** You are in Decrypted Defender Stance and are benefiting from a circumstance bonus to AC from using your decrypted smash attack's parry weapon trait.

You use lingering energies from your Decrypted Defender Stance and weave them into a powerful shield to protect yourself from harm. Prevent 5 damage from the triggering attack. You take any remaining damage, and after you use this reaction, you leave Decrypted Defender Stance and lose the circumstance bonus to AC from the parry weapon trait. You can reenter this stance after leaving in this manner as long as you use the required action and meet the stance's requirements).

### ENCRYPTED ATTACKER STANCE

FEAT 12

#### ALCHEMIST

**Prerequisites** Encrypted Attacker Stance

**Requirements** You are in Encrypted Attacker Stance.

You gather significant stores of lingering energy from your expended cypher tattoos, using it to elongate your weapon. Replace your encrypted slash attack's agile weapon trait with the reach weapon trait. While benefiting from this feat, your encrypted slash attacks are melee attacks from the spear group instead of the knife group. You can use this action a second time to return your encrypted slash attack to its original configuration.

### FLICKERING CANDLE

FEAT 12

#### ALCHEMIST

You've discovered how to trigger a slow burn for your fiery tattoos, allowing you to illuminate small areas instead of burn them. You can activate any flickering flame alchemical tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

♦ **Interact; Effect** You produce a flickering flame that limns nearby creatures in colorful, heatless fire for 5 minutes, acting in all ways as *faerie fire*. The size of

the emanation and the DC of the Reflex save are the same as for the two-action Interact effect for that tattoo, varying with the level of the item.

#### UNYIELDING ONSLAUGHT

FEAT 12

##### ALCHEMIST

You can use your earthen tattoos to attack enemies as instead of defending yourself. You can activate any unyielding earth tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

❖ **Interact; Effect** You gather the cypher tattoo's energies into a magical stone and throw it. Strike the target as if using an alchemical bomb. The stone deals bludgeoning damage equal to 6d6 plus your Strength Modifier. Add +1d6 damage to this attack for every 2 alchemist levels beyond 12th that you possess.

### 14TH-LEVEL ALCHEMIST FEATS

#### BEAST WITHIN

FEAT 14

##### ALCHEMIST

You've discovered how to use your cypher tattoos to completely transform yourself into an animal. You can activate any flickering flame alchemical tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

❖ **Interact; Effect** You body transforms into that of an animal for 1 minute, acting in all ways as *animal form* heightened to a level equal to half the tattoo's level. When activating your tattoo using this method, the form you choose must match the animal chosen when the tattoo was applied to you.

### 18TH-LEVEL ALCHEMIST FEATS

#### REVEALING RITE

FEAT 18

##### UNCOMMON ADDITIVE 4 ALCHEMIST

**Trigger** You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 4 levels lower than your advanced alchemy level.

You've learned how to use your cypher tattoos to reveal hidden scrying sensors and similar effects. You can activate any alchemical cypher tattoo of 12th level or higher that you've applied to yourself in the following way in addition to the standard method of activation. Using this activation consumes the alchemical tattoo as normal.

❖ **envision; Effect** You sense the presence or absence of scrying effects, acting in all ways as *detect scrying* heightened to 6th level.

### NEW CRAFTING TRAINED ACTION

Successfully using the Craft trained action to create an alchemical tattoo only creates the alchemical ink needed to etch the tattoo onto a creature. Before a creature can use an alchemical tattoo, this ink must be etched onto them.

You must be trained in Crafting to use it to Apply an Alchemical Tattoo.

#### APPLY TATTOO

CONCENTRATE EXPLORATION MANIPULATE

**Requirements** You have an alchemical tattoo that you've created, but haven't applied to a creature.

You take alchemical regents that you've crafted to serve as an alchemical tattoo and apply them to a willing or helpless creature, etching them with an alchemical tattoo. You need the Alchemical Crafting skill feat to etch an alchemical tattoo onto a creature, as well as the Magical Crafting skill feat if the tattoo also has the magical trait.

To apply a tattoo to a creature, you must meet the following requirements.

- » The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 16th or higher, you must be legendary.
- » You have the formula for the item.
- » You have an appropriate set of tools and, in many cases, a workshop.
- » You must supply a finished alchemical tattoo.

You must spend 2 hours at work, at which point you attempt a DC 20 Crafting check. This takes only 30 minutes if you are a master in Crafting or 1 minute if you are legendary in Crafting. The DC is 30 if the tattoo is 9th level or higher or 40 if it's 16th or higher.

- » **Success** You apply the tattoo to the creature, allowing them to activate it.
- » **Failure** You fail to apply the tattoo to the creature. You can salvage the tattoo's ink, allowing you to try again, but you have to start over.
- » **Critical Failure** You fail to apply the tattoo to the creature. You ruin the tattoo and cannot salvage it.

# CYPHER TATTOOS

Named for their puzzle-like construction, cypher tattoos are partially etched into a creature using alchemical inks. Originally created by enterprising gnomes, cypher tattoos are popular among a variety of ancestries, and while the first cypher items were entirely alchemical in nature, their concepts have been applied to other kinds of gear as well. For instance, dwarf wizards working in tandem with gnome alchemists have applied cypher principles to the creation of magical ammunition that reacts based on how it's fired, while elf rangers have devised cypher snares that trigger differently for different prey.

## ALCHEMICAL ITEMS

Alchemical tattoos provide the creature on whom they are etched with temporary benefits and special abilities. Once an alchemical tattoo is triggered, its effects fade. The following are among the better known alchemical tattoos.

## ALCHEMICAL TATTOOS

An alchemical tattoo is a vial of ink that produces an extraordinary effect when injected underneath a person's skin in the shape of a tattoo. Alchemical tattoos have the tattoo trait, and some have the consumable trait. When etching a consumable alchemical tattoo into a person, the alchemist decides whether or not the tattoo's art disappears alongside its effects.

The Craft trained action of Crafting allows you to create the ink used to make an alchemical tattoo, but that ink needs to be applied to a creature using the Apply a Tattoo trained action of Crafting before the tattoo can be used. Features or actions that quickly create alchemical items (such as an alchemist's advanced alchemy or Quick Alchemy), allow you to Craft the ink but not Apply the Tattoo unless specifically noted otherwise.

### CYPHER

A cypher item is a type of consumable that is incomplete at the time of its creation. Like a puzzle, creatures activating the item are provided with two or more different methods of "solving" it, meaning the item has two or more different methods of activating it. The most common methods are through manual interaction with the item or mentally envisioning its activation; interacting with a cypher item usually requires one or more actions, while envisioning its activation usually requires one action or a reaction.

### TATTOO

A tattoo is a type of item that is drawn or cut into a creature's skin and usually takes the form of images or symbols.

### FICKERING FLAME TATTOO

ALCHEMICAL 1+

ALCHEMICAL CONSUMABLE CYPER FIRE TATTOO

#### Usage tattoo

This tattoo is drawn in the likeness of a blazing fire, usually a burning candle. When the tattoo is activated, the flames burst with fiery light before burning out.

❖ Interact; Effect All creatures in an emanation centered on you take fire damage, and each affected creature must attempt a basic Reflex save. The size of the emanation, the amount of damage, and the DC of the Reflex save vary with the level of the item.

❖ envision; Trigger You are targeted by a ranged Strike. Effect Flickering light from your tattoo obscures the attacker's vision, granting you a circumstance bonus to AC against the strike. The bonus to AC varies with the level of the tattoo.

#### Type lesser; Level 1; Price 3 gp

Activating the tattoo using an interact component deals 1d4 fire damage in a 5-foot emanation (basic Reflex DC 15). Activating the tattoo using an envision component grants you a +1 circumstance bonus to AC.

#### Type moderate; Level 5; Price 26 gp

Activating the tattoo using an interact component deals 2d4 fire damage in a 10-foot emanation (basic Reflex DC 20). Activating the tattoo using an envision component grants you a +2 circumstance bonus to AC.

#### Type greater; Level 10; Price 155 gp

Activating the tattoo using an interact component deals 3d4 fire damage in a 10-foot emanation (basic Reflex DC 27). Activating the tattoo using an envision component grants you a +3 circumstance bonus to AC.

#### Type major; Level 16; Price 1,600 gp

Activating the tattoo using an interact component deals 4d4 fire damage in a 15-foot emanation (basic Reflex DC 35). Activating the tattoo using an envision component grants you a +4 circumstance bonus to AC.

### RAGING BEAST TATTOO

ALCHEMICAL 2+

ALCHEMICAL CONSUMABLE CYPER MORPH TATTOO

#### Usage tattoo

This tattoo depicts a furious predator, usually a wild

animal but sometimes a beast or vermin. When the tattoo is etched, choose an animal from among those that can be chosen by a barbarian with the animal instinct. When the tattoo is activated, the etched creature's body gains attributes of that creature.

❖ **Interact; Effect** If you're a barbarian with the animal instinct and your animal matches this tattoo's animal, your unarmed strike's damage for that animal increases by one step. Otherwise, you gain that animal's unarmed strike, as a barbarian with the animal instinct. The effect's duration varies with the level of the tattoo.

⌚ **envision; Trigger** You take bludgeoning, piercing, or slashing damage; **Effect** You gain resistance against the triggering type of damage. If you have the Rage action, aren't Raging, and aren't prevented from Raging, you can Rage as part of this reaction. If you're Raging and have the raging resistance class feature, the tattoo's effect stacks with your raging resistance. The amount of resistance you gain varies with the level of the tattoo.

**Type** lesser; **Level** 2; **Price** 6 gp

The tattoo lasts for 5 rounds, or 1 round if activated with an envision component. Activating the tattoo using an envision component grants resistance 5.

**Type** moderate; **Level** 6; **Price** 40 gp

The tattoo lasts for 1 minute, or 3 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 10.

**Type** greater; **Level** 11; **Price** 305 gp

The tattoo lasts for 5 minutes, or 5 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 15.

**Type** major; **Level** 17; **Price** 3,000 gp

The tattoo lasts for 15 minutes, or 8 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 20.

**REVEALING RUNES TATTOO**

**ALCHEMICAL 3+**

**ALCHEMICAL** **CONSUMABLE** **CYPHER** **MORPH** **TATTOO**

**Usage** tattoo

This tattoo weaves an intricate web of magical runes and sigils across the etched region in shimmering pigments. When the tattoo is activated, these runes and sigils twist and contort into the likeness of an eye.

❖ **Interact; Effect** You gain an item bonus to Arcana, Nature, and Occultism checks to Identify Magic as the tattoo expands your awareness of mystical energies and forces. The bonus to Arcana, Nature, and Occultism checks and the effect's duration varies with the level of the tattoo.

⌚ **envision; Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such

a spell. You must be aware of the casting; **Effect** You attempt to Recognize the triggering Spell, with the effects of the Recognize Spell feat. You don't need to be trained in Arcana, Occultism, Nature, or Religion to attempt this check. If you have the Recognize Spell feat, you instead use that feat and gain an item bonus to your check. The bonus to your check varies with the level of the tattoo.

**Type** lesser; **Level** 3; **Price** 14 gp

The item bonus is +1. Activating the tattoo using an Interact component lasts 15 minutes.

**Type** moderate; **Level** 9; **Price** 126 gp

The item bonus is +2. Activating the tattoo using an Interact component lasts 40 minutes.

**Type** greater; **Level** 15; **Price** 850 gp

The item bonus is +3. Activating the tattoo using an Interact component lasts 2 hours.

**Type** major; **Level** 19; **Price** 3,000 gp

The item bonus is +4. Activating the tattoo using an Interact component lasts 4 hours.

**UNYIELDING EARTH TATTOO**

**ALCHEMICAL 1+**

**Usage** tattoo

This tattoo depicts a towering mountain with a realistic, rocky texture. When the tattoo is activated, the mountain expands, encompassing large swaths of the etched creature's body, making them unnaturally stoic and resilient for a time.

❖ **Interact; Effect** Your skin hardens, granting you temporary Hit Points. The amount of temporary Hit Points and the effect's duration varies with the level of the tattoo.

⌚ **envision; Trigger** You take any amount of damage; **Effect** After the triggering damage resolves, you gain resistance to all further damage you take until the start of your next turn. The amount of resistance varies with the level of the tattoo.

**Type** lesser; **Level** 1; **Price** 3 gp

Activating the tattoo using an Interact component grants 5 temporary Hit Points. Activating the tattoo using an envision component grants resistance 3.

**Type** moderate; **Level** 5; **Price** 26 gp

Activating the tattoo using an Interact component grants 10 temporary Hit Points. Activating the tattoo using an envision component grants resistance 5.

**Type** greater; **Level** 10; **Price** 155 gp

Activating the tattoo using an Interact component grants 20 temporary Hit Points. Activating the tattoo using an envision component grants resistance 8.

**Type** major; **Level** 16; **Price** 1,600 gp

Activating the tattoo using an Interact component grants 30 temporary Hit Points. Activating the tattoo using an envision component grants resistance 10.

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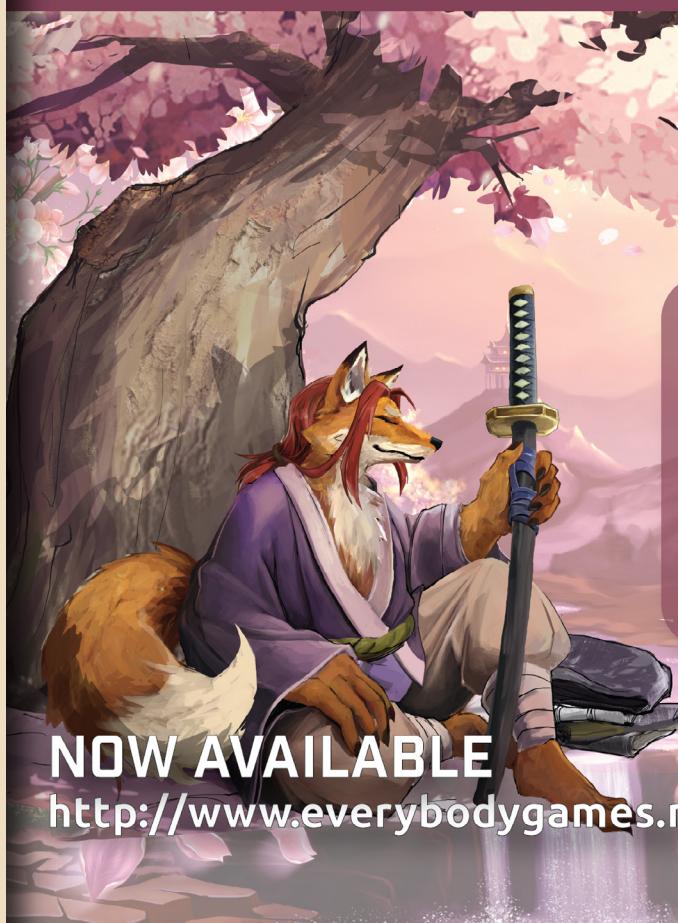
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