



# Alchemist

You are purely devoted to alchemy, with a primary focus on potions which heal or otherwise bolster people. While you may not personally be much good in a fight, your preparations are invaluable for treating wounds, preventing or curing poisonings, or giving your allies the edge in combat.

## Skills

**Alchemy 1 & 2:** this *root skill* allows you to learn and prepare alchemical potions. With two levels, this gives you access to **14 ingredients per event** which are only usable by you. You can either prepare potions in uptime, or mix them in downtime with the aid of **stabilising salts** – salts are purchased in downtime and allow your potions to last for **up to 1 week** without going off.

In uptime, potions take **one minute to prepare** and must be used within 30 minutes or they will go off. You may stop one potion at a time from going off by attending to it continually. Potions can be prepared in different forms: as a drinkable substance or a coating for weapons.

**Preserve Potion:** this skill lets you further preserve **stabilised potions** by adding **half again as many ingredients** as used to make it, so they last **2 weeks**.

**Potion Lore 1 & 2:** this skill represents your knowledge of how to make potions of various kinds.

**Healing Lore 1 & 2:** this skill represents your knowledge of how to make healing potions and anti-venoms.

**First Aid 1:** this skill lets you determine how injured someone is. By examining another character you may call **“Rec. Nature of Wounds”**, at which point they will inform you of where they are injured and how badly.

You can make the **following potions**. 1<sup>st</sup> level potions require **2 ingredients** to make, 2<sup>nd</sup> level potions require **3 ingredients**.

**Healing Potion 1 & 2:** Healing potions restore lost hits, **one hit per potion level**. These hits can be distributed as the patient likes.

**Anti-venom 1 & 2:** venom and poison damage **cannot be healed by normal means**. Anti-venoms counteract this effect, allowing the wounds to be healed normally. They **do not restore lost hits**. 1<sup>st</sup> and 2<sup>nd</sup> level anti-venoms **allow 1 or 2 hits to be recovered respectively**. Alternatively, drinking an anti-venom pre-emptively will **negate the next 1 or 2 hit of venom damage** received in the next 30 minutes. This anti-venom 'armour' does not stack.

**Enchanted Brew:** anyone who drinks this **level 1** potion will receive **3 extra body hits on their chest** location for the next 5 minutes.

**Stimulant of St Vitus:** this **level 2** potion grants **1 point of DAC** (dexterity armour) to the drinker for the next 5 minutes.

**Ghastly Purgative:** this **level 2** potion causes the drinker to vomit, nullifying the ongoing effects of any potions in their system, but also **weakens them**, causing them to do **one less degree of damage**, and be **unable to run** for the next 5 minutes. They feel very poorly for the duration.

**Alchemist's Fire 1:** this **level 1** potion causes a **flaming single** if it connects with a character when thrown. It requires a LARP safe appropriate phys-rep.

**Knowledge 1 Botany:** this skill gives you additional knowledge on the subject of botany. A written brief is available from the refs on request.

**Evaluate:** You are able to **accurately assess** how much an item they recognise is worth. A price list can be collected from the refs.

**Light Armour 1:** this skill allows you to wear an **additional 1 point** of armour.