

Record of XP received from events & activities	Durham University Treasure Trap											Player Name	Version 2.5 21/09/2010
	Character Name												
Character Sheet												Field Alchemist	
Race: Human			Faith: Hits:3/loc				Damage Call: Single			Mana/Spirit: 0/0 Max. Armour: 7			
New character: 90	Level 1 (0XP)	Skill XP	Total XP	Level 2 Advancement (Over 60XP)	Skill XP	Total XP	Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Level 4 Advancement (Over 180XP)	Skill XP	Total XP	
2 unspent	Alchemy 1	12	12	Alchemy 2	12	67							
	Scouting 1	15	27	Poison Lore 2	3	70							
	Streetfighter 1	5	32	Make Blade Venom 2	2	72							
	Targeteer 1	4	36	Rec Scent:	3	75							
	Poison Lore 1	3	39	[CHOICE 1]	-	75							
	Make Blade Venom 1	2	41	[CHOICE 2]	-	75							
	Make Anti-Venom 1	2	43	[CHOICE 3]	-	75							
	Tracking 1	3	46	[CHOICE 4]	-	75							
	Conceal Weapon	5	51	[CHOICE 5]	-	75							
	Light Armour 1	4	55	Brawling	2	77							
				Make Anti-Venom 2	2	79							
				Healing Lore 1	3	82							
				Healing Lore 2	3	85							
				Make Heal 2	2	87							
				Tracking 2	3	90							
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		

Field Alchemist

You are an **alchemist** who has a few wilderness skills, allowing you to venture out and look for rare **ingredients**, or possibly to dispose of potential rivals or threats to the land. You are not yet tough in a fight, but your venoms and your subterfuge skills can give you and your allies an edge in combat.

Skills

Alchemy 1 & 2: this *root skill* allows you to learn and prepare alchemical potions. With 2 levels, this gives you access to **14 ingredients per event** which are only useable 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 up to a week without going off. In uptime potions take **one minute to prepare** and must quickly be imbibed or applied 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, a coating for weapons, or a poultice to apply.

Poison Lore 1 & 2: this skill represents your knowledge of how to make poisons, blade venoms and anti-venoms.

Scouting 1: this *root skill* represents your expertise in scouting, be it in the wild or in urban settings.

Streetfighter 1: this skill allows you to parry blows with a 24" weapon in your off-hand.

Targeteer 1: this skill allows you to call **singles** by light throwing weapons.

Conceal Weapon: you may hide **one weapon up to 18"** long on your person against searches. If searched inform the player that you have this skill.

Brawling: you are a competent unarmed fighter and can engage in bar-room style brawls. This allows you to call "**Subdue**" with your unarmed attacks.

Note that unless you have agreed with your opponent beforehand, you should not physically touch them; instead, call the strike and location, e.g. "Fist to face – Subdue!".

Light Armour 1: this skill allows you to wear an extra point of physical armour.

Rec Scent: you recognise **five distinct scents** and can pick them up at range. Pick five scents. You may call "**Rec. Scent X**" (where X is the scent e.g. "bears"), and anything within range which smells of this scent will respond "ping". You may want to have a ref present when using this on objects/creatures.

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

Blade Venom 1 & 2: You can produce a 1st or 2nd level blade venom and apply it to a weapon. For the following 5 minutes that weapon adds "**Venom One/Two**" to the **first damage call** made with it. **Anyone can use** an envenomed weapon. If the attack is **taken on armour**, the venom is ineffective. Only one blade venom can be applied to a weapon at any given time.

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**. 1st level anti-venoms allow one hit to be recovered, 2nd level anti-venoms allow two hits to be recovered. Alternatively, drinking an anti-venom pre-emptively will negate the next 1 hit of venom damage received in the following five minutes.

Heal 2: You can make a healing potion that will heal **2 lost hits**.