

ALCHEMIST ABILITIES

RANK ONE

[ADEPT]

TACTICAL ACTION (MAJOR OR MINOR)

With a major action, a willing ally within half your PRE die in regions can perform an opportunity attack against anyone in their region, but you roll the dice (and you can use your mastery points). With a minor action, they can instead move one region. This does not provoke the normal opportunity attack for leaving a region with an enemy in it. A given ally can only have this ability used on them once per turn, even if multiple characters have this ability.

ALCHEMY ADEPT (MINOR)

1 MP, COOLDOWN

You can create, fix, and analyze non-magical weapons, armor, devices, traps, locks, and structures with an INT roll; you can disable traps and pick locks with a REF roll; you can forge rare weapons and armor (one item after each adventure). You also carry a variety of basic alchemical devices, that you can "equip" with a minor action. This device can have the effect of any single 1st rank ability from any other class, so long as you can justify it through role-playing. This is the only aspect of the ability that the cooldown applies to. If a device fails, this ability cannot be used again during the encounter.

In some cases, you could let another character use this ability, if you can justify it (a potion that you hand to them, for example). Average the die that would normally be used by that ability with your INT. Note that you must have the science and mathematics skill and the runic language skill in order to take Alchemy Adept as an elective ability.

ELECTIVE:

Rank one Warrior, Hunter, Monk, or Rogue abilities only.

RANK THREE

[MASTER]

ALCHEMY MASTER (MINOR)

2 MP, COOLDOWN

You are a master alchemist who can create, fix, and analyze magical weapons, armor, and other devices. You can create a single magical item of your choice every time you gain a rank. You also carry a wider variety of more powerful alchemical devices which allows the use of 2nd rank abilities (for 2 MP) when using the Alchemy Adept ability (however, this is not a separate cooldown--all alchemy abilities share the same cooldown). Note that you must have the Alchemy Adept Ability in order to take Alchemy Master as an elective ability.

FAST ANALYSIS (MINOR)

3 MP, COOLDOWN

You can completely analyze a single person, creature, device, or structure with a minor action. You learn everything the target is vulnerable to, whether it is physical (takes extra damage from a certain type of attack), situational (can't see in bright light), tactical (won't leave its companion for any reason), etc. You also learn anything about the target that it is at all possible to know at a glance (recent activities, possible connections to other people, personality traits, etc.) in the same manner as Sherlock Holmes could.

This ability can also be used as an interrupt, when you or one of your allies finishes their turn, to decide that everything that just happened on that turn was you analyzing what would happen. But instead, you cleverly decided not to do that and so the turn (whether theirs or yours) is done over from the beginning.

ELECTIVE:

Rank one or two Warrior, Hunter, Monk, or Rogue abilities only.

RANK TWO

[EXPERT]

MISDIRECTION (MAJOR)

1 MP, COOLDOWN

You can make a target within half your PRE in regions take an interrupt action to attack anyone you want with a successful INT vs. INT roll. This attack cannot use any of the target's class or monster abilities unless you can role-play well enough to justify it. Additional successes let you first move the target one region for each success (not counting the first one) by forcing them to take interrupt actions (up to the number of actions they actually have remaining).

TACTICAL GAMBIT (MAJOR)

With a successful INT vs. INT roll against a target within half your PRE in regions, you can deduce a tactical gambit that will completely surprise the target. If the next attack you make is against that target (even turns later), you get a level of advantage equal to the number of successes (on the gambit roll) for that attack.

ELECTIVE:

Rank one Warrior, Hunter, Monk, or Rogue abilities only.

RANK FOUR

[CHIEF]

GROUP TACTICS (EXCLUSIVE)

3 MP, COOLDOWN

Half your PRE in willing allies within range can have the Tactical Action ability applied to them. Alternatively, the Misdirection ability could be applied to half your PRE in enemies in a single region. You could also apply the Tactical Gambit ability to a target, but half your PRE in allies (who are within half your PRE in regions) could act as if they had applied the ability themselves.

MAD ALCHEMY (MINOR)

3 MP, COOLDOWN

You have a deep understanding of alchemy and can usually get away with pushing the limits of what is considered safe. You can create a single artifact, either for yourself or someone else, but this is a dangerous endeavor and must be role-played. You also carry an even wider variety of alchemical devices, which allows the Alchemy Adept ability the use of 3rd rank abilities (for 3 MP).

ELECTIVE:

Rank one or two Warrior, Hunter, Monk, or Rogue abilities only.