

New Profession: Alchemist

Created by Andreas Homfeldt based on material from ICE #1530 Alchemy Companion

Alchemists are skilled at relating magic to the physical universe. They are the quintessential creators of magic items and have advantages over most other spell users in mechanical areas. Alchemists need a laboratory, appropriate materials and specific tools to perform most of their tasks.

Key Stats:

Reasoning, Insight & Self Discipline

Favored Categories:

Concentration 2 General 4

Influence 3 Mystical 9

Physical 2

Professional abilities:

Alchemists can learn spells from the Alchemist sphere (see my list of additional spells). All Alchemists have the Scholar and Sense Magic talents.

Alchemist sphere (alphabetical):

Animation, Banish Demon, Control Entity, Earthen Transmutations, Enchantment, Force Analysis, Identify, Imbed Spell, Imbed Spirit, Master Entity, Merging Ways, Neutralize Poison, Presence, Rune Mastery, Summon Entity, Shock, Stun Cloud, Vacuum, Work Material