# Unofficial Elder Scrolls TTRPG – Alchemy System

*Originally by Tutorial.tuna, adapted for v4 by DarthFlufficus*

## Alchemical Forms

All potions and toxins have a **Form**, which determines how they function.

| **Form** | **Use** | **Duration** | **Solvent** | **Modifiers** |
| --- | --- | --- | --- | --- |
| **Elixirs** | Drink | Instant | Water | Multiply **Potency × Magnitude** |
| **Tinctures** | Drink | Prolonged | Alcohol | Refreshes **each turn** for **1 + Magnitude** rounds |
| **Varnishes** | Applied | Instant | Grease | Apply to surface/item, has **Magnitude uses** |
| **Bombs** | Thrown (2xSB/3xSB/4xSB) | Instant | Oil | Explodes on contact, **Magnitude radius** |

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## Brewing Process

1. **Pick Alchemical Form**
2. **Select Ingredients + Solvent**
3. **Calculate Potency & Magnitude**
   * **Potency** = Sum of Potency values from ingredients
   * **Magnitude** depends on effects:
     + Major + Major = 3
     + Major + Minor = 2
     + Minor + Minor = 1
4. **Alchemy Test** (Short Rest)
   * Based on Magnitude:
     + M1 = no penalty
     + M2 = -10
     + M3 = -20
5. **Results**
   * Based on **Degrees of Success (DoS)**:
     + 1–4 DoS = 1 potion
     + 5–8 DoS = 2 potions
     + 9–12 DoS = 3 potions
     + 13+ DoS = 4 potions
   * **Critical Success**: Doubles DoS
   * **Failure**: Lose ingredients
   * **Critical Failure**: Backfire (see Compendium)

## Distilling Solvents

* Solvents must be **prepared or bought** beforehand.
* Preparing requires **Short Rest + Alchemy Test (+20)**.

## Alchemy Talents

### Existing Talents

#### **Nothing Ventured, Nothing Gained** – *Adept (Int)*

* Ignore safety protocols for a **+20 Alchemy test bonus**.
* **Backfire** if roll is doubles or failure.
* **Master Alchemist** does **not** apply.

#### **Trial and Error** – *Journeyman (Int)*

* Gain **+10 cumulative bonus** for each failed attempt to craft the **same potion** (max +30).

### Reworked Talents

#### **Alchemist** – *Apprentice (Int)*

* Increase **Potency** of concoctions by **+1**.

#### **Master Alchemist** – *Master (Int)*

* Increase **Potency** by **+2** (stacks to **+3** with Alchemist).
* Immune to **Alchemical Backfires**.

### New Talents

#### **Medicinal Use** – *Journeyman (Int)*

* All **Tinctures** consumed have their **duration increased by 1 minute**.

#### **Poisoner** – *Apprentice (Int)*

* Your poisons impose an **additional -10** penalty to resist.

#### **Grenadier** – *Journeyman (Int)*

* All **Bombs** gain **+1 AoE radius**.

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## Alchemical Effects

### Defensive / Utility

* **Alchemical Armor** – Potency magic AR for 1 round.
* **Alchemical Resistance** – Gain Resistance (magic, Potency) for 1 round.
* **Buoyancy** – Swim speed + Potency, breathe underwater 1 round. *(Tincture: Minutes)*
* **Cure Disease** – Endurance Test +10×Potency bonus to cure 1 disease.
* **Cure Paralysis** – Removes Paralyzed condition.
* **Cure Poison** – Endurance Test +10×Potency bonus to cure all poisons.
* **Chameleon** – Gain Chameleon (10×Potency) for 1 round. *(Tincture: Minutes)*
* **Dispel** – Remove magical effect ≤½ Potency.
* **Feather** – Reduce fall damage by Potency, lower Encumbrance by 1.
* **Empower** – +10 Strength tests, +Potency Carry Rating.
* **Heal** – Restore Potency Health.
* **Respite** – Restore ½ Potency Stamina (rounded up).
* **Replenish** – Restore Potency Magicka.
* **Fortify Health / Magicka / Stamina** – Bonus = Potency (½ for Stamina).
* **Reflect** – On spell hit, d10 ≤ Potency = reflect to caster. 1 round duration.
* **Spell Absorption** – Gain Spell Absorption (Potency) for 1 round.
* **Swiftness** – +10 Agility, +½ Potency Speed (round up).
* **Ward** – Potency temporary HP. Refreshes each turn.

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### Elemental Damage

| **Type** | **Base Effect** | **Varnish Effect** |
| --- | --- | --- |
| **Flame** | 1d10 + Potency Fire Damage | (2 + Potency) Damage |
| **Frost** | 1d10 + Potency Frost Damage | (2 + Potency) Damage |
| **Shock** | 1d10 + Potency Shock Damage | (2 + Potency) Damage |
| **Poison** | 1d10 + Potency Poison Damage | (2 + Potency) Damage |

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### Debuffs / Mental Effects

* **Drain Magicka** – Target must WP test or lose 4 × Potency MP.
* **Blind** – WP test vs [30 - (10×P)] or be Blinded (1 round). *(Bomb = lingers 1 round)*
* **Calm** – WP test vs [30 - (10×P)] or be calmed for 1 minute.
* **Charm** – Target is suggestible; next Persuade/Deceive gets +5×Potency.
* **Fatigue** – Endurance test vs [30 - (10×P)] or lose 1 SP. *(Bomb = lingers)*
* **Fear** – Panic test at -5×Potency. *(Bomb = lingers)*
* **Frenzy** – WP test vs [30 - (10×P)] or gain Frenzied. *(Bomb = lingers)*
* **Paralyze** – WP test vs [30 - (10×P)] or Paralyzed (1 round). *(Bomb = lingers)*
* **Silence** – Spells cost +Potency Magicka. If Potency > WT, target falls asleep. *(Bomb = lingers)*
* **Slow** – -20 Agility, -Potency Speed. If Speed ≤ -3, target is Paralyzed. *(Bomb = lingers)*
* **Weakness** – -20 Strength, -Potency WT. *(Bomb = lingers)*