***Alchemy Skill Perks***

* *Mutagen*

All Tinctures you consume last +1 Round. This perk stacks.

* *Poisoner (Apprentice +)*

Any potion you use adds an additional -10 penalty to tests made to resist it.

* *Grenadier*

All bombs you use have a +1 to its AoE. This perk stacks.

* *Chemist*

All potions you make gain a +1 to its Potency. This perk stacks.

***Alchemy Tools***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Field Alchemy Kit | 2 |  |
| Field Alchemy Lab | 5 |  |
| Full Alchemy Lab | \* |  |
| Distilled Water |  |  |
| Distilled Alcohol |  |  |
| Distilled Grease |  |  |
| Distilled Oil |  |  |

* *Field Kits*

Field Kit alchemy tools can be used over a Short Rest and can be easily carried. However, you can only ever create 1 potion per test using a Field Kit.

* *Field Labs*

Field Lab alchemy tools must be set up, which takes a Short Rest, before they can be used and when you wish to move on again it takes another Short Rest to pack it all back up. Alternatively, you can use it normally over a Long Rest, assuming you set up and packed up during the period. Field Labs allow the creation of multiple Potions per test, as noted in the creation section of the rules.

* *Full Labs*

Full Lab alchemy tools cannot be transported, as they are completely stocked with the proper tools and containers needed to create your potions. Creating potions in a full lab grants a +10 to your Alchemy tests.

***Cost of a Potion***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Potion | .2 | (10+Potency)\*Magnitude |

Easy way to write a Potion in your inventory

* ***(Form) of (Effect) (mX, pX)***

***The Structure of an Ingredient***

All potions must consist of Two different ingredients which will determine the potions Effect, Potency, and Magnitude. Every ingredient will be structured as follows. An ingredient’s Type (Fauna, Fungi, Flora) is used in foraging.

***Blank Ingredient***

(Type) ***Name*** *(Rarity)*

*Insert Image*

* *Major: Effect*
* *Minor: Effect*

***Example Ingredient***

(Fauna) ***Daedra Heart*** *(4)*

**

* *Major: Heal*
* *Minor: Ward*

***Alchemical Aspects***

All potions have three key aspects that determine its strength and use.

***Magnitude***

The effect of a potions Magnitude changes based on its form. Magnitude is on a scale of 1-3 and is based on the Effects of the two different ingredients used to make the potion having matching effects.

* Minor + Minor = 1 Magnitude
* Minor + Major = 2 Magnitude
* Major + Major = 3 Magnitude

***Potency***

A potion’s Potency determines the strength of the effect and is equal to the combined Rarity of the ingredients used to make the potion.

***Form***

A potions Form is chosen during its creation and each Form requires a different Base Fluid.

***Alchemical Forms***

All potions are given a Form during their creation. This Form lends certain modifiers and uses to the potion.

***Elixirs***

***Use****: Drink*

***Duration****: Instant*

***Fluid****: Water*

Elixirs multiply the potions Potency by the potions Magnitude. If the potion’s effect would have an effect that can only be used over time, such as Ward, then it only lasts until the start of the drinker’s next turn.

***Tinctures***

***Use****: Drink*

***Duration****: Duration*

***Fluid****: Alcohol*

The potions effect occurs when drunk and will refresh at the start of the drinker's turn for (Magnitude+1) rounds.

***Varnishes***

***Use****: Applied*

***Duration****: Instant*

***Fluid****: Grease*

A Varnish is applied to an item and is used when it contacts a creature, such as on a surface or applied to a weapon that damages them. Varnishes can be used (Magnitude) times before they fade away, either applied to multiple items or lasts for that amount of attacks. If the potion’s effect would have an effect that can only be used over time, such as Paralyze, then it only lasts until the start of the affected’s next turn.

***Bombs***

***Form****: Thrown (5), Marksman Weapon*

***Duration****: Instant*

***Fluid****: Oil*

Bombs, when thrown or struck, explode in a (Magnitude) meter radius, affecting any creature caught in the blast.

***Resisting Potion Effects***

If the affected target would like to resist the effects, whether or not they know of the potions existence, they can attempt an Endurance test with a -(10\*Magnitude) penalty.

***The Alchemical Process***

***The Components***

All potions are composed of three components; two different ingredients and a base fluid.

***The Test***

Making a potion takes a Short Rest, if your tools are ready for use, and requires a successful Alchemy Skill test made at a penalty based on its Magnitude.

* Magnitude 1 = -0
* Magnitude 2 = -10
* Magnitude 3 = -20

***The Result***

You create an amount of potions per successful test based on your DoS. Critically succeeding doubles the DoS for determining the amount of potions. Failing results in the loss of the ingredients and the base fluid. Critically Failing results in an “Alchemical Mishap” and ruins the ingredients and the base fluid.

* DoS of 1-4 = 1 Potion
* DoS of 5-8 = 2 Potions
* DoS of 9-12 = 3 Potions
* DoS of 13+ = 4 Potions

***Distilling Base Fluids***

All base fluids need to be properly prepared for use in Alchemy. This takes a Short rest and is a +20 Alchemy Test to do so without ruining the fluid. You can also purchase Distilled Fluids and skip this step entirely.

***Ingredient Effects***

***Fire***

Inflicts 1d10+Potency Fire Damage. When used as a Varnish, it inflicts 2+Potency damage instead.

***Frost***

Inflicts 1d10+Potency Frost Damage. When used as a Varnish, it inflicts 2+Potency damage instead.

***Shock***

Inflicts 1d10+Potency Shock Damage. When used as a Varnish, it inflicts 2+Potency damage instead.

***Poison***

Inflicts 1d10+Potency Poison Damage. When used as a Varnish, it inflicts 2+Potency damage instead.

***Weakness***

The target becomes weakened, resulting in a -20 to strength based tests and their WT is lowered by Potency.

***Slow***

The target's movement is slowed, resulting in a -20 to agility based tests and their Speed is powered by Potency. If the target is reduced to -3 speed, they are paralyzed.

***Feather***

The target takes Potency less fall damage and their Encumbrance level is reduced by 1.

***Levitation***

The target gains the Flight (Potency) trait.

***Buoyancy***

The target's swim speed is increased by Potency and they can breathe underwater. When used in a Tincture, its duration is measured in Minutes rather than Rounds.

***Cure Disease***

The target immediately makes an Endurance test with a +(10\*Potency) Bonus. If successful, they are cured of one Disease afflicting them.

***Cure Poison***

The target immediately makes an Endurance test with a +(10\*Potency) Bonus. If successful, they are cured of all Poisons and negative Alchemical effects afflicting them.

***Heal***

Target restores Potency Health.

***Respite***

Target restores ½ Potency Stamina (rounded up).

***Replenish***

Target restores Potency Magicka.

***Chameleon***

Target gains the Shrouded (Potency) condition. When used in a Tincture, its duration is measured in Minutes rather than Rounds.

***Dispel***

The target dispels any undesired Magical effects, not alchemical, with a level lower than ½ Potency (Rounded up)

***Ward***

The target gains Potency temp Health. This Temporary HP is refreshed at the start of the drinker’s turn.

***Silence***

All of the target’s spells cost Potency more Magicka and if the potency surpasses the targets WT, they fall asleep.

***Fortify Health***

The target gains Potency bonus Health.

***Fortify Magicka***

The target gains Potency bonus Magicka.

***Fortify Stamina***

The target gains ½ Potency (Rounded Up) bonus Stamina.

***Swiftness***

The target gains a +10 to their Agility tests and gain +½ Potency (Rounded Up) to their Speed.

***Empower***

The target gains a +10 to their Strength tests and gain +Potency to their Carry Rating.

***Night Eye***

The target can see in total darkness up to Potency meters. When used in a Tincture, its duration is measured in Minutes rather than Rounds.

***Fear***

The target must make a Panic test, adding Potency to the test outcome result.

***Light***

The target emits bright light in a Potency radius centered on them.