

D&D Class Proposition

The Alchemist

Putting the *Brew* in Homebrew

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CHAPTER 1

The Alchemist

1. Class Description

1.1. Quote

1.2. Lore

1.3. Creating an Alchemist

1.4. Quick Build

2. Class Features

As an Alchemist, you gain the following class features.

2.1. General Features

2.1.1. Hit Points

Hit Dice: 1d10 per alchemist level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per alchemist level after 1st

2.1.2. Proficiencies

Armor: Light Armor

Weapons: Martial Weapons

Tools: Alchemist's Tools, Herbalism Kit, Choose one from:

- Brewer's Tools
- Cook's Utensils
- Forgery Kit
- Painter's Tools
- Poisoner's Kit

Saving Throws: Constitution, Intelligence

Skills: Choose two from:

- Arcana

- Investigation
- Medicine
- Nature
- Perception
- Survival

2.1.3. Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- a martial weapon and a dagger
- a light crossbow and 20 bolts
- (a) leather armor or (b) chain shirt if proficient with medium armor
- Alchemist's Tools and (a) Scholar's pack or (b) Explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

2.2. Abilities

2.2.1. Alchemical Crafts

The exploration of different substances has enabled you to produce extraordinary items. The potency increases with level. To use this ability, you can't be incapacitated and you have to have Alchemical Supplies at hand. You can choose from the following list:

- caustics, neutralizers, other crafts
- explosives, bombs and other pyrotechnics
- luminiscent substances, invisible inks and other similar substances
- oils
 - ◊ weapon oils
 - ◊ armor oils
- potions and ointments
- poisons

At level 1, you know how to make two alchemical products, one of which is a prerequisite for your Specialization. At level 6, you learn one additional craft, and again at level 18.

2.2.2. Optional rule: Components

Under usual circumstances, you have a magic object that all alchemists make a point to obtain, "Endless Component Pouch", in which you store everything needed for your

crafts. It works a bit like the Bag of Holding, but in addition it multiplies any resources of small cost or rarity. However, if the GM declares that a resource (such as saltpetre) is extremely rare, you need to obtain it by other means, as well as other extraordinary materials such as diamonds or other precious stones.

If you want your game to be more realistic, you can keep track of your components on your own; Sometimes, you encounter items or substances not covered here. In that case, their effect or possible substitution of another component

NOTE: Not all environments have to provide the necessary components. For example, saltpetre can be reasonably expected in coastal environments, but will probably be scarce in landlocked, arctic mountains or within caves. On another hand, resins are notably hard to obtain in woodless areas, such as deserts. Therefore, certain environments may be more suitable for different crafts.

These rules are not meant to be "watertight". Mostly, they should provide a general idea to both the player and the GM, but the specific effects or the component rules are up to the GM or the GM and the player.

2.2.3. Fighting Fatigue

The alchemist's eagerness for discovery frequently drives them towards restlessness. However, some of them invented a way to circumvent the problem of "sleeping too long" - and yes, the solution is a potion. By a combination of a curious spirit and some energetic potions, you manage with less sleep than a usual member of your race.

From 1st level, in order to feel fully rested, but you need time to prepare your spells and alchemical crafts. If you wish, though.

2.2.4. Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

2.2.5. Mundane Spells

At 5th level, cantrips become a mere rote to you, and you are skilled enough so that you can cast while doing other things. Using cantrips becomes a bonus action for you, however, you can not pair casting a cantrip with casting a higher level spell within your action and bonus action.

2.2.6. The Philosopher's Stone

At 20th level, While in possession of the Stone, you no longer age, you have advantage on saving throws, you can turn any metal into gold at will (though it takes 10 minutes per kilogram of material) and permanently revive a character times equal to your Intelligence modifier, as if with the *raise dead* spell.

2.3. Specialization

2.3.1. List of Specializations

- (1) Grenadier
- (2) Invoker
- (3) Metallurgist
- (4) Plague Doctor
- (5) Poisoner
- (6) Witch Doctor

2.3.2. Grenadier

2.3.2.1. Description

Rare but spectacular, grenadiers can both unleash devastating effects on hordes of enemies and use explosives to solve unusual problems, be it creating a smoke screen, a distraction or managing just the right amount of gunpowder to propel themselves up a cliff. They are the most frontline subclass of all Alchemists, making ample use of their physique and weapon skill, which is also needed for their signature move of throwing bombs around.

2.3.2.2. Specialization Proficiencies

In addition to the class's proficiencies, you gain proficiency with medium and heavy armor, explosives, and, if they exist in the setting, firearms. You also gain proficiency in the Athletics Skill. For throwing explosives, you can use either your Strength or your Dexterity, adding the proficiency bonus in both cases. If already proficient in Athletics from your background, gain proficiency in another skill of your choice.

2.3.2.3. Specialization Crafts

Prerequisite:

- Explosives
- Oils

2.3.2.4. Expanded Spell List

Cantrips:

- Booming Blade
- Fire Bolt
- Green-Flame Blade
- Light
- Mage Hand

-
- Thunderclap

1st Level:

-

2.3.2.5.

By focusing on a certain field, you can build upon discoveries made by previous Alchemists. Some spells are considered crucial to that field; you gain access to them at 1st, 3rd, 5th and 7th level. You always have these spells prepared, and they don't count against your number of prepared spells.

1st: *expeditious retreat, mage armor*

3rd: *blur, heat metal*

5th: *conjure barrage, haste*

7th: *death ward, fire shield*

2.3.2.6. Abilities - Skilled Combatant

At 2nd level, you have studied techniques for fighting with your weapon of choice. This has led you to develop a specific fighting style, which optimizes the weapon's potential. However, as a grenadier, you still need to keep one hand free for casting and throwing explosives.

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

2.3.2.7. Abilities - Potent Bombs

At 7th level, your skills with explosives have grown. Your damaging explosives deal one extra die of damage (respective to their usual strength) and you no longer have any limit on non-damaging explosives.

2.3.2.8. Abilities - Extra Attack

At 8th and again at 17th level, you can take an extra "Attack" action on your turn. Throwing a damaging bomb counts as an attack, although you cannot throw two within one turn.

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2.3.2.10. Abilities - 10

2.3.3. Invoker

2.3.3.1. Description

2.3.3.2. Specialization Proficiencies

In addition to the class's proficiencies, you gain proficiency with wands, rods and staves. You also gain proficiency in one of the following skills: Arcana, Deception, Insight, Persuasion, Religion. You can add your proficiency bonus on recalling or learning information about extraplanar beings or constructs.

2.3.3.3. Specialization Crafts

Prerequisite:

- Luminiscent substances, inks and other similar substances
- Caustics and neutralizers for Construct-oriented Invokers
- Potions and ointments for conjuring Invokers

2.3.3.4. Specialization Spells

Cantrips:

- Chill Touch
- Control Flames
-
- Infestation
- Mage Hand
- Message
- Minor Illusion
- Resistance
- Thaumaturgy
- Toll the Dead
- Word of Radiance

2.3.4. Metallurgist

2.3.4.1. Description

2.3.4.2. Specialization Proficiencies

In addition to the class's proficiencies, you gain proficiency with all armor and shields as well as with the Smith's Tools. You can add your proficiency bonus to any check that involves knowledge about metals and their properties. You gain proficiency in a skill of your choice.

2.3.4.3. Specialization Crafts

Prerequisite:

- Oils
- Caustics and neutralizers
- Potions
- Poisons

2.3.4.4. Specialization Spells

Cantrips:

- Acid Splash
- Booming Blade
- Green-Flame Blade
-
- Poison Spray
- Resistance
- Shape Water

2.3.5. Plague Doctor

2.3.5.1. Description

2.3.5.2. Specialization Proficiencies

In addition to the class's proficiencies, you gain proficiency in one of the following skills: Medicine, Nature, Survival. You are proficient with the Healer's Kit and you have it on you. You have advantage on determining whether a medical condition is affecting a creature, such as diseases, poisons or wounds, regardless of their origin (physical vs. magical).

2.3.5.3. Specialization Crafts

Prerequisite:

- Potions and ointments
- Poisons

2.3.5.4. Specialization Spells

Cantrips:

- Chill Touch
- Guidance
- Infestation

- Light
- Poison Spray
- Spare the Dying
- Toll the Dead

2.3.6. Poisoner

2.3.6.1. Description

2.3.6.2. Specialization Proficiencies

In addition to the class's proficiencies, you gain proficiency with the Cook's Utensils and the Brewer's Tools, if not proficient already. You are proficient in the Sleight of Hand skill, and you gain proficiency in Medicine or Nature, if not proficient already. You now have a Herbalism Kit.

2.3.6.3. Specialization Crafts

Prerequisite:

- Poisons
- Explosives
- Potions

2.3.7. Witch Doctor

2.4. Spellcasting

Alchemists don't distinguish between "nature" and "magic"; to them, both can be understood through scientific methods. Their inquisitive nature compels them to explore the mystical as well as the mundane. The study of magic enables them to cast spells; however, these are usually less powerful than those of dedicated magic users. See "Specialization" for spell lists.

2.4.1. Preparing and Casting Spells

The Alchemist table shows how many spell slots you have to cast your alchemist spells. To cast one of your alchemist spells of 1st level or higher, You prepare the list of alchemist spells that are available for you to cast, choosing from your Specialization spell list. When you do so, choose a number of spells equal to your Intelligence modifier + your alchemist level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest.

2.4.2. Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

2.4.3. Ritual Casting

You can cast an alchemist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

2.4.4. Alchemist Spell List

Cantrips:

- Blade Ward
- Control Flames
- Create Bonfire
- Dancing Lights
- Prestidigitation
- Produce Flame

1st Level

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